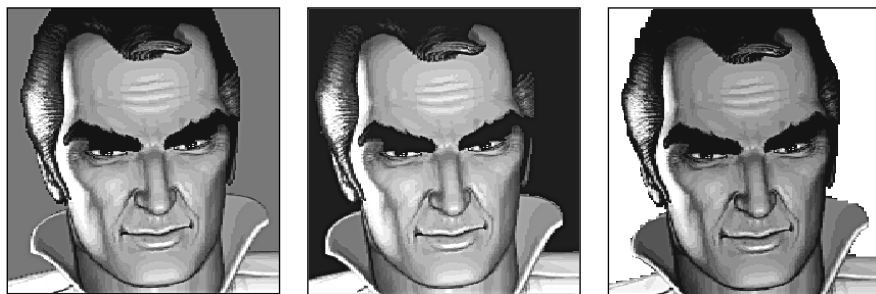




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WELCOME TO STRAHD'S POSSESSION

What Comes with This Game?

Your game box should contain this rule book, a CD or game disks, and a data card. The rule book explains how to play and contains handy references on characters, monsters, and spells. To play, install your disks according to the instructions on the data card, which also shows how to start quickly with a pre-saved game.

Using the Mouse

In this book, the term “click” means move the cursor to the desired area on the screen, then press either the left or right mouse buttons.

“Left-click” means move the cursor to the desired area and press the left mouse button. “Right-click” means move the cursor to the desired area and press the right mouse button.

“Double-click” means move the cursor to the desired area and press the mouse button two times in quick succession.

Getting Started Quickly

STRAHD'S POSSESSION includes a character generator that allows you to individually design and name the characters for your adventure. However, to start right away, you may begin with a party of characters already included in a pre-saved game.

Because your success in STRAHD'S POSSESSION depends on the skills and talents of these characters, you may wish to read on, even when starting with the party included in the game. The sections “How to Play” starting on page 3 and “Creating Your Party of Characters” starting on page 29 can be very helpful.

CORDIAL GREETINGS FROM STRAHD

Count Von Zarovich, Lord of Barovia, Welcomes You

For many travelers I have contempt and slight regard, entering Barovia as they do in timid apprehension of her wonders. They are neither prepared for life high in the Balinoks, nor ready to accept its dangers. Here the peaks of Baratak and Ghakis stand in cloaks of granite, their cowls of snow pulled securely about them as if they alone might endure the ancient night.

However, your party intrigues me. Perhaps the harsh cut of the wind or a storm in the forest does not alarm such adventurers. If that is so, I am certain our woods, streams, and caverns will attract your interest, offering many a delightful diversion. Even the otherwise abysmal village of Barovia boasts a charming cemetery. You must visit it. Perhaps, if your party survives . . . that is, stays long enough in this harsh and unyielding home of mine, I may require its presence. I shall ask you to join me in Ravenloft, my castle upon the precipice overlooking Barovia. It is not an invitation to be refused.

Yes, I admire a confident spirit. Your band of wanderers reminds me, pleasantly, of the Vistani, those gypsies known throughout Barovia as gifted explorers and guides. Should you meet these vagabonds, you will find them to be fortune tellers and spies, loyal friends and vengeful enemies. More than Barovia's cowardly villagers, it is the Vistani who have made this land their home. Like you, they wander unafraid of the beasts in the shadows. This boundless world is their abode.

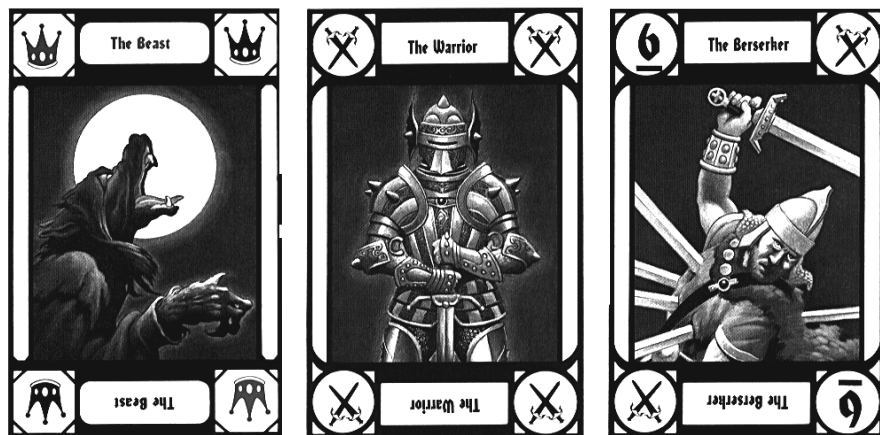
I give my leave for your party to enjoy our misty, twilight dangers. Let them challenge their wits and fighting skills; may the perilous magics of my land enchant them. But heed this warning and do not play at cross-purposes with me. To stand against Strahd is to be at odds with life itself, for he who sends these greetings is the Lord and the Law of this brutal paradise.

With Gentle Regards,

Count Strahd Von Zarovich
Lord of Barovia

HOW TO PLAY

The First Reading: Combat



“Beware the beast in all its forms: the lurker in shadow, the creature of the forest, and the foul denizen of the castle hall. Your path crosses before it in a warlike quarrel; and, lo . . . you must learn to fight if you are to survive.”

— Madame Eva of the Vistani

BASIC TRAINING

Wandering out from the shifting walls of mist comes a worg wolf, one of the first beasts your party is likely to encounter. As big as a pony, its massive limbs begin to work, driving it on to the attack. Its teeth flash in the light. Before you know it, one of your party is wounded and the beast has circled out of sight behind you. By placing the mouse cursor over one of the arrows centered at the bottom of the screen and left-clicking on the mouse, you move your startled adventurers. They run, but they cannot escape. They turn, once again to face the dreaded beast.

To Attack, your characters must have their weapons “in-hand” and “ready.” To accomplish this, place the mouse cursor over one of the character portraits at the bottom of the screen and left-click with the mouse. The inventory screen appears and the game pauses. Items owned by your characters, including weapons and armor, appear on this screen. Do the standing figures hold weapons (swords, axes, slings, etc.) in their hands? If so, those weapons are “in hand.” If your characters are barehanded, look for weapons in the inventory slots at the bottom of the screen. By left-clicking on an object in an inventory slot, you can move it up to your character’s hand. Left-click again and it is “in hand.”

Move armor and clothing in the same way, and put them in place by clicking over the appropriate location on the character’s figure.

By “ready,” we mean the weapon is in a usable condition. If it is not, the weapon is shaded out on the adventure screen.

A right-click returns you to the adventure screen, ready to do battle.

Attacks are made from the adventure screen. To fight, place the mouse cursor over the weapon you wish to use and left-click. Available weapons appear above the character portraits at the bottom of the screen, while the image of a bare hand means the character holds no weapon. You may also place the cursor over the image of the attacking beast. If your characters are close enough to engage their enemy, the cursor changes into a targeting circle and sword. By left-clicking in this manner, each character attacks once with each hand. Note that this option does not affect potions or books a character may be carrying. It activates weapons only.

It is possible to have an item “in hand” but not “ready.” Two-handed weapons demand the attention of all ten of your character’s fingers. On the inventory screen, the weapon would appear in one hand, while the second hand would have to be free before the weapon could be “ready.”

Melee, thrown, and ranged weapons compose the three basic types of arms your characters employ. Left-click on the ready weapon and your character lunges to the attack. While it seems easy, keep some common sense rules in mind:

- ◆ Thrown weapons have to be retrieved after a fight and made “ready” again.
- ◆ Ranged weapons, such as bows and slings, require ammunition. Arrows are conveniently carried in your character’s quiver, while rocks for slings can be placed anywhere in inventory.
- ◆ Fire ranged weapons by left-clicking on the ready weapon on the adventure screen. As with thrown weapons, however, your character must retrieve the ammunition used. More information on ranged and thrown weapons can be found in the section “The Third Reading: Adventure,” starting on page 9.

Vistani Weapons: *The gypsies, or **Vistani** as they are called, are a mysterious people. Their very existence is proof that more than fine weapons and strong arms are necessary to survive in this land of haunting danger. While some gypsies have reputations as skilled knife grinders and others are adept with daggers and short swords (sometimes dipped in lethal poisons), the most potent weapons are the wit and the strength derived from their proud heritage.*

Vistani Life: *The gypsies of the RAVENLOFT™ game world live the lives of wandering vagabonds, rarely pausing more than a week in any one place. Progress on the road is languid and unhurried. Children scamper beside the wagons, gleefully engulfed in their own clouds of dust. The gypsy home is called a **vardo**, a small well-crafted caravan with tall wooden walls, an arched roof and a door at the back. Painted in vivid colors such as turquoise, or black with gold and magenta highlights, the finest **vardos** are carefully decorated with gilded carvings. Each night the Vistani gather round a fire, dipping into a single great cooking pot for their dinners. Often tea and a thick, muddy coffee are served through the night while young women dance to the fervent music of fiddles, guitars, and tambourines.*

The Second Reading: Spellcasting



“No weapon forged of mortal elements can fell the creatures I foresee along your path. Dark and magical beasts, they lie in wait. Mystical force alone might destroy them; therefore, let the spells of the ancients stand by your sword and your shield.”

— Madame Eva of the Vistani

APPRENTICE INSTRUCTIONS

You know your party is about to encounter more dangers; another worg wolf, a band of goblins, or perhaps a zombie shuffling from the darkness, intent upon sinking its talons into living flesh. If the area is safe and fate has given you time enough to prepare, spells can be prayed for or memorized.

To Spellcast, first determine if a mage or a priest (cleric) accompanies your party. A mage has a golden spell book displayed, centered above his or her portrait on the adventure screen. For a priest a golden holy symbol appears in the same location. (An icon comprised of both a book and a holy symbol is displayed for a character with both skills.) Now move the mouse cursor to the top of the screen. A menu list appears with choices such as REST, PRAY, MEMORIZE, and others. To choose a priest's spells, left-click on PRAY. Left-click on MEMORIZE for a mage.

When you click on MEMORIZE, the spell screen which appears contains a list of mage spells. It also indicates the number of spells available for each level of your mage's experience. To decide which spells are readied

for use, place the cursor over the [-] or [+] signs next to your choice and left-click with the mouse. For example, if 3 Level 1 spells are available, you may decide that all three will be *chill touch*, or you may have 2 of one sort and 1 of another, or you could choose 3 separate Level 1 spells.

If more than one mage is with the party, icons bearing the names of the mages appear at the top of the spell screen. Simply click on the name of mage you wish to memorize spells. Click on the "done" icon when you are finished.

When a priest prays for spells, it is done in a similar fashion, and this is more fully explained in the section "The Third Reading: Adventuring" starting on page 9.

In order to use the spells chosen, your character(s) must now *rest*. REST is the first choice on the left when you move the mouse cursor to the top of the adventure screen. It is available only if no monsters are nearby and your party has the time to stop and prepare its spells. Left-click with the cursor over the REST option and your magic wielders prepare their mystical skills for use. If characters with healing ability are in your party when this option is chosen, a window appears to ask if the healers wish to heal the wounded members of the party.

Answer YES by left-clicking on that option and the healing takes place while the screen informs you of passing time. You should note that a party's rest may be disturbed at any time if intruders enter the area.

Spellcasting: After **praying** for or **memorizing** spells and then **resting**, the mages and priests in your party are ready for battle. Point the cursor to the mage's spell book or the priest's holy symbol and left-click to display a menu of Level 1 spells ready for immediate use. Left-clicking on the buttons labeled 2ND, 3RD, 4TH, etc., displays readied spells from those levels, if any. Pointing the cursor to the name of the spell itself and left-clicking activates the chosen spell. Spells which project an object or an effect over distance require a second step, pointing the cursor to the intended target and left-clicking again. Spells requiring the character to touch an opponent are shown as a change in the hand symbol above the character's portrait. Left-click on the altered hand image to use the spell.

Once used, spells must be reacquired by resting. Different spells may be chosen by praying for or memorizing them, then resting once again. Mages acquire spells as they journey

through the various landscapes and labyrinths of this forsaken world. Spells are found in the form of scrolls which can then be added to the mage's spell book. A character who is both a priest and a mage has his or her spell lists displayed in two different colors, allowing you to differentiate between the mage and priest spells.

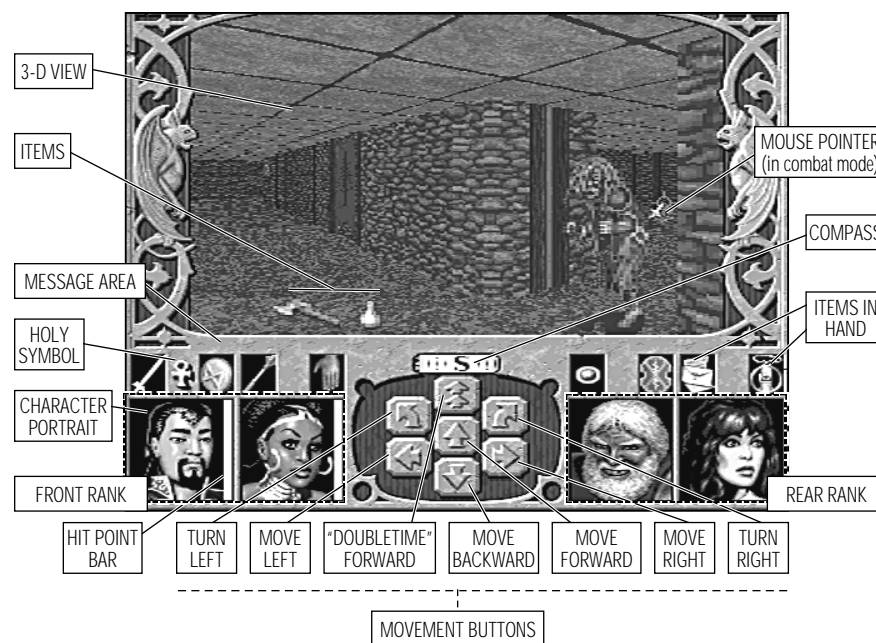
Vistani Magic: Scrying, or gazing upon an object, is the most powerful technique by which gypsies foretell the future; predicting the outcome of events is a Vistani specialty. In addition to using the crystal ball, the gypsies often employ a small crystal that fits in the palm of the hand or watch the embers of a fire to divine the future. Cartomancy, or the reading of Tarroka cards, is another hallmark of Vistani fortune telling. Examples from the Tarroka deck, along with readings from the most famous of all Vistani fortune tellers, Madame Eva, begin several sections in this book. They reveal a challenging and enjoyable STRAHD'S POSSESSION adventure.

The Third Reading: Adventuring



"You must discipline your heart. Prepare it for the hardships of a long journey, for battles fought in the Forest of Darkness, for the loss of friends, and for help from those you may believe to be your enemies. As a wanderer you must learn to adapt if you are to succeed."

— Madame Eva of the Vistani



Adventure Screen

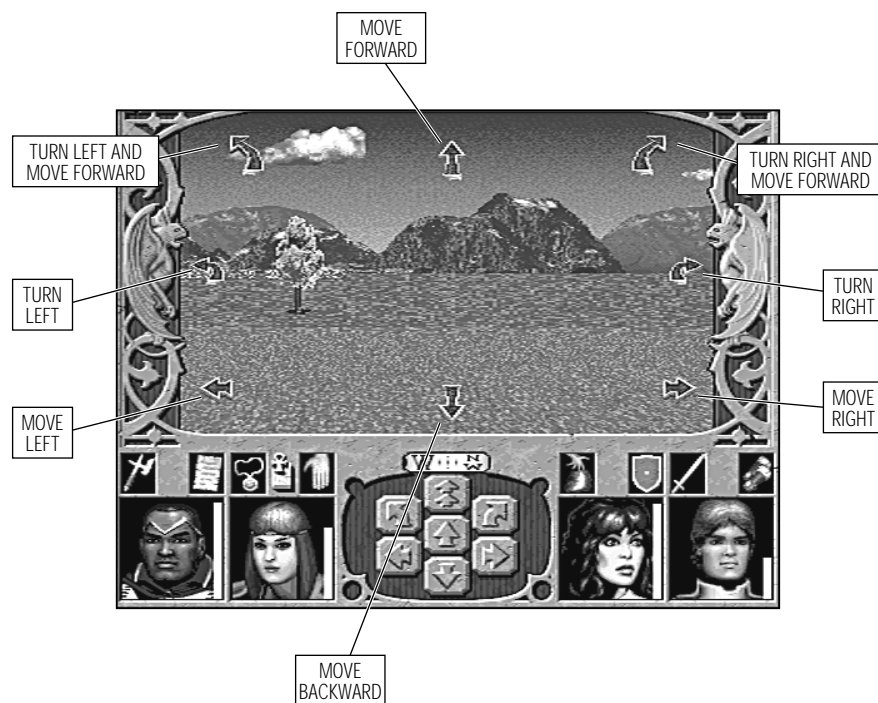
MOVEMENT

All movement takes place on the adventure screen. While basic movement is simple and self-explanatory, several choices have been added. These allow movement to be customized to your taste.

Arrow Movement

Place the mouse cursor over one of the directional arrows centered at the bottom of the screen and left-click to move in

that direction. The arrows displayed are: forward, "double time" forward, backward, side-step to the right, side-step to the left, turn right, and turn left. The movement continues as long as the left mouse button is held down and stops when the button is released. Walking your party into a wall or other obstacle also effectively stops their progress.



Adventure Screen

On Screen Movement

While holding the left mouse button down, move the cursor into the top third of the screen. The cursor becomes an arrow and your characters move in the direction it is pointing. Try moving the cursor to various areas on the screen and watch how the screen responds to that movement. Pushing the arrow to the very top of the screen results in a “double time” forward march. Movement continues as long as the left mouse button is held down.

Free Mouse Movement

For free mouse movement, hit the Space Bar on your computer's keyboard. Next, move the mouse without pressing the mouse button. The party moves in the direction the mouse. They move as quickly as the mouse is moved. Push the mouse forward and the party moves forward. Push it to the side and the party moves to the side.

Press the right mouse button and the party moves forward even without you moving the mouse. The party starts slowly and then accelerates to a “double time” march.

When you leave this mode, the cursor reappears in the position it occupied when you began free mouse movement. Try working with this method for a while and see if it is right for you. If it's not, press the Space Bar again to return to the previous movement options.

Step Movement

Step movement is possible for players who find the smooth scrolling interface difficult to control. It allows the party to move “one square at a time.” To activate this option, move the cursor over the compass located above the movement arrows and left-click. Please note, however, that “step movement” is not available simultaneously with “free mouse movement” that was described previously. Step movement is possible only when the directional arrows are used. In addition to clicking on the adventure screen compass, it may also be activated from the game option menu.

NPC ENCOUNTERS

Blasting monsters with fireballs and having your characters wield two-handed swords against doom guards is but half the fun. Much care has been taken to design STRAHD'S POSSESSION as an interactive adventure, one in which story and battle are effectively balanced. When your party comes across an NPC, or Non-Player Character, you are given the opportunity to ask several questions and learn more about the dangers and difficulties of life in Barovia.



Encounter Window

NPC Dialogue

Your party is close enough to converse with an NPC when placing the mouse cursor over the NPC results in a “talk bubble.” Left-click and a close-up of the NPC appears along with one or more questions your party may ask. Move the cursor to highlight the question of your choice, then left-click to set the response in motion. Several levels of continuing questions may follow the response. When you have learned all you need to know, one or more right-clicks takes you back to the adventure screen.

Many interesting quests and sub-plots await your party along the Svalich Road, and in the houses, taverns, and temples of Barovia. The dialogue makes communication as interesting as exploration.

Add NPC to Party

When the game begins, your party starts with a maximum of two characters. While these characters can never be dropped from the party, many NPCs (Non-Player Characters) eagerly await their arrival, hoping to join these loyal and dedicated

characters on their sworn quest. Should you decide to allow another character into the party, his or her portrait is placed in one of the empty character slots at the bottom of the adventure screen. From then on the new character is handled in the same way as an original character.

Should you accept an NPC into the party when all the character slots on the adventure screen are filled, a prompt appears asking which NPC currently with the party is to be dropped. Characters dropped from the party announce a location where they can be found and reacquired by the party at a later time. When one NPC is dropped from the party to pick up a different NPC, any objects in the departing character’s inventory are swapped into the new character’s inventory. All twelve slots are filled if necessary. Objects from the departing character’s “bronze figurine” are the last items swapped, and any object for which there is no room in inventory are dropped on the ground.

THINGS YOU CAN DO FROM THE ADVENTURE SCREEN

All combat, spellcasting, and exploration takes place from the adventure screen. When other screens are activated, they overlay the adventure screen. Option selections such as REST, PRAY, MEMORIZE, AUTOMAP, LOAD, SAVE, QUIT, and OPTIONS are available by moving the mouse cursor all the way to the top of the screen. Left-click on a selection in order to choose it. Access the inventory screen by left-clicking over any character’s portrait.

Add Spells to a Mage’s Spellbook:

When the party comes across hidden scrolls (parchment bearing the inscriptions of powerful wizardry) you can add them to your mage’s repertoire by scribing the scrolls into the mage’s spellbook. This is done by picking up the scroll and moving it to the inventory screen as described previously in “Pick Up and Drop Objects/Add Items to Inventory.” In STRAHD’S POSSESSION, the spellbook is an icon displayed in the mage’s area on the inventory screen. This icon cannot be picked up or moved. It is a permanent fixture, as it should be, for the spellbook is a mage’s link to his art and spellcasting ability.

To scribe a scroll, the scroll must be selected and moved on top of the spellbook icon. A left-click then places the scroll (and thus the spell) into the mage’s spellbook.

Attack Opponent: As previously mentioned, launch your character's attack by left-clicking on a weapon which is "in-hand" and "ready." Once used, a weapon is shaded out until it is again made ready (perhaps by replenishing its supply of ammunition). Fighters, paladins, and rangers can carry and fight with a second weapon, but may suffer a penalty to their combat ability for doing so.

Cast Mage and Priest

Spells: After *praying* for or *memorizing* spells and then *resting*, spells are ready for use. Left-click on the mage's golden spell book or the priest's holy symbol to display a menu of Level 1 spells ready for immediate use. Left-clicking on the buttons labeled 2ND, 3RD, 4TH, etc., displays readied spells from those levels. Activate the spell by clicking on the name of the spell, then following the instructions as they appear. Spells requiring the character to touch an opponent are shown as a change in the hand symbol above the character's portrait. Left-click on the altered hand image to use the spell.

Cast Spells from Mage and Priest Scrolls: Right or left-click on an in-hand scroll. The scroll is consumed when the spell is cast.

Check Character Status:

The golden bar to the right of each character's portrait is a graphic representation of the character's health. It diminishes if your character is wounded or harmed by any magic.

Drink a Potion: Right or left click on an in-hand potion or select the potion and move it over the character's portrait, then right or left-click.

Fire a Ranged Weapon

(Bow or Sling): Left-click on any in-hand bow or sling. To prepare a ranged weapon, place the weapon in the character's primary hand. As you fire the weapon, ammunition is expended from either the quiver (arrows), or sling pouch (sling stones). This assumes ammunition is available.

Look at Sign or Writing:

When the party is near a sign or other writing (such as on a tomb or wall), the writing can be displayed for easy reading by placing the mouse cursor over the sign or writing and left-clicking.

Memorize Spells: With this option, mage characters select the spells they wish to memorize. A menu, including the selection MEMORIZE appears when the mouse cursor is moved to the top of the screen. By left-clicking on MEMORIZE, a screen of available mage spells is displayed. If more than one mage is in the party, their individual names appear on

icons at the top of the screen. You can then choose which mage is to memorize spells by clicking on the appropriate icon.

By left-clicking the cursor over the [-] and [+] signs on the spell screen, the choice of spells is made. Only the number and type of spells available to a character of your mage's level and experience are allowed; however, you have much to look forward to as the mage(s) in your party advance in levels, becoming ever more masterful spellcasters. Remember, a mage must *rest* before his or her spells can be cast. For a detailed look at spellcasting, see the section "The Second Reading: Spellcasting," beginning on page 6.

Navigate: Watch the compass to maintain your orientation and use the AUTOMAP selection to view your progress. Automap can be selected by moving the mouse cursor to the top of the screen and making the appropriate selection from the menu bar. More information on automap is available in the section on "Automapping," starting on page 23.

Open a Gate: Click on the release lever or button near the gate. Some gates are locked or guarded by hidden traps and can only be opened with keys or special actions.

Open Doors: Some doors are opened simply by having your characters walk through them. Other unlocked doors can be opened by pointing the cursor to the center of the door and left-clicking with the mouse, assuming of course that your party has approached the door and is close enough to open it. Other doors may require a key, a spell, or activation of a hidden pressure plate to open them. For more information see "Unlock a Door or Gate."

Paladin Heal: Right or left-click on an in-hand holy symbol, click on the 1st-level spell button, then click on the LAY ON HANDS ability. The paladin then heals for the appropriate number of points.

Pick a Lock: Left-click on the thief's lock pick, place it over the lock and click. Thieves automatically attempt to disarm any traps they find associated with locks.

Pick Up and Drop Objects/Add Items to Inventory:

In the vast, unearthly reaches of the RAVENLOFT game world exist many treasures: gold to be found, supplies to be plundered, armor, weapons, and keys to help the party on its way. By moving the cursor over such an item and left-clicking with the mouse, the object is picked up. Another left-click drops it. To keep the object and add it to one of your character's inventories, pick up the object and move it to the character's portrait. Left-click again to bring up the inventory screen. Clicking with the item over an inventory slot places the item in that slot.

Place Object in a Character's Hand:

After picking up an object on the adventure screen, double right-click over the character's hand in which you wish to place it. If an object is already in the hand you've chosen, the new object is swapped with it and the object previously in hand can then be dropped by moving it onto the adventure window and left-clicking with the mouse. Any object in a character's hand can be dropped or swapped in this way. Simply start by double right-clicking over the in-hand object.

Pray for Spells: With this option, priests (clerics) select the spells for which they wish to pray. A menu, including the selection PRAY, appears when the mouse cursor is moved to the top of the screen. By left-clicking on PRAY, a screen of available priest spells is displayed. If more than one priest is in the party, their individual names appear on icons at the top of the screen. You can then choose which priest is to pray for spells by clicking on the appropriate icon.

By left-clicking the cursor over the [-] and [+] signs on the pray for spells screen, the choice of spells is made. Only the number and type of spells available to a character of your priest's level and experience are allowed; however, you have much to look forward to as the priest(s) in your party advance in levels, becoming ever more masterful spellcasters. Clicking on the "done" icon returns you to the adventure screen. Remember though, a priest must rest before his or her spells can be cast. For a detailed look at spellcasting, see the section "The Second Reading: Spellcasting," beginning on page 6.

Read Books or Scrolls:

Right or left-click on an in-hand book or parchment.

Rest: This option allows characters to rest, heal, and memorize spells. How long they rest depends on the number and level of spells being memorized (or prayed for). The party cannot rest with creatures nearby, and even if there are no monsters in the vicinity, there is always a chance of a random encounter while the party sleeps. In the RAVENLOFT game world, these encounters are more likely to happen at night, a time when many horrors stalk the land.

Resurrection of Dead Characters:

When a character dies, his or her portrait turns to a shade of gray and all of the objects in the inventory drop to the ground. A cleric in the party may bring the character back to life with a *raise dead* spell.

Note: *Dead characters can also be replaced by having new NPCs join the party; however, when a dead character is replaced with another character, the dead character is lost forever and cannot be returned to life with a **raise dead** spell.*

Throw an Item: After selecting an item from inventory or double right-clicking to select an object in a character's hand, move it into the adventure window. Click again when it is over the center line of the

window to throw the object. (To drop an item click *below* the center line of the adventure window.) This type of throwing is not the same as throwing or firing a ranged weapon.

Throw a Ranged Weapon (Dagger or Throwing Knife):

Left-click on any in-hand dagger or throwing knife. Daggers are automatically replaced with daggers from the character's inventory, and throwing knives are replaced in the same way. They are *not* available for quick replacement if enclosed in a container

Turn Undead: Right or left-click on your priest or paladin's holy symbol. Click on the 1st-level spell button, then click on the TURN UNDEAD ability.

Unlock a Door or Gate:

Place the appropriate key over a key-hole on the adventure window and left-click to open the lock. Keys on a key ring need not be removed from the ring, simply place the key ring over the keyhole and left-click. Some locked doors require spells such as *knock* to open them.

Use Object in a Character's Hand:

Left-click on the object or weapon where it appears above the character's portrait.

Save, Load, Pause, and Quit

SAVE

To save your game, move the mouse cursor to the top of the adventure screen until the menu of options appears. Left-click over the SAVE option. This displays a list of named, saved games. Click on an available slot, type in a name for the game you are saving, then press Enter to save it. Saving your game from time to time during play is a good idea.

Quick Save: By pressing the “s” key on your computer keyboard, you “quick save” your game without having to work through menu choices. This option saves your game, without a title, to a special quick save position. By pressing “Shift-r” you can restore this “quick saved” game.

LOAD

To restore a previously saved game, move the mouse cursor to the top of the adventure screen until the menu of options appears. Left-click over the LOAD option. This displays a list of named saved games, as well as the “quick save” slot mentioned in the “Save” instructions. Click on the game you wish to continue playing and press Enter to load it.

PAUSE

Pause the game at any time by moving the cursor to the top of the adventure screen until the options menu appears. Several “Pause” choices are available:

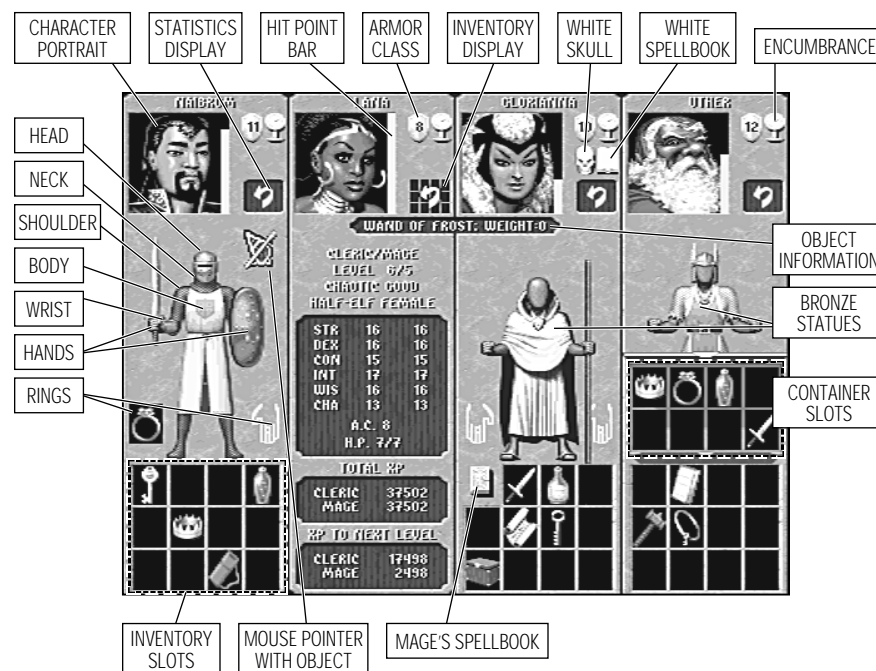
The game is paused when the inventory screen is displayed. This is done by left-clicking the mouse cursor over any character portrait. Right-clicking you to the adventure screen and the game.

You may also pause the game by pressing the letter “p” on your computer keyboard. To return to the game, press “p” again.

QUIT

To quit the game, move the mouse cursor to the top of the adventure screen until the menu of options appears. Left-click over the QUIT option to end your game.

PLAYING IN DEPTH



Inventory Screen

Inventory Screen

To display the inventory screen, move the cursor over one of the character portraits at the bottom of the adventure screen and left-click.

The inventory screen is divided into four sections, one for each of four possible characters. It contains slots for storing various pieces of equipment in inventory. Names and character portraits appear at the top of each section.

Character Positions in Party:

Characters on the left are considered to be in the front rank of the party; those on the right are in the rear rank. This front and rear ranking applies only to interior locations. Characters outside are considered to have formed a less ordered group and all react as if they have positions in the front rank.

To change the rank positions of your characters, left-click with the cursor over the character's name at the top of the screen. The character's slot becomes

outlined in white. By clicking on a blank slot the character is moved to that slot. Clicking on another character's name causes the two to switch positions.

Hit Point Bar: Hit points for each character are represented by a yellow bar at the right of the character's portrait. As a character takes damage, the hit points bar descends to the bottom of the portrait square. When hit points are dangerously low, the bar turns red.

Armor Class Symbol: The golden shield to the right of the character portrait represents his or her armor class. The number displayed on the shield is the current AC.

Scale Symbol/Encumbrance: To the right of the armor class symbol is the scale symbol. Left-click on this icon and a window appears displaying how much weight the character is carrying, how much he or she is capable of carrying, and an encumbrance rating from the encumbrance table found on page 91. The inside of the scale changes color as encumbrance increases and shows red when a character becomes severely encumbered.

A moderately encumbered character receives a -1 penalty to attack; a heavily encumbered character receives a -2 penalty on the attack and a +1 penalty to Armor Class; a severely encumbered character receives a -4 attack penalty and a +3 Armor Class penalty.

White Skull Symbol: Left-click on this icon to display a menu of afflictions currently affecting a character. Poison, paralysis, and rotting disease are but a few of the unwelcome examples. Note: this icon does not appear unless a character is afflicted in one form or another.

White Spell Book: Left-click on the white spell book and a menu of magic spells currently influencing a character is displayed. As with the white skull symbol, this icon does not appear until an active magic begins to influence the character.

Statistics Display: Next to the character's portrait on the inventory screen is a small red box with a curved arrow inside. Left-clicking on this icon displays statistical information pertaining to the character. Information displayed includes the character's class and alignment, as well as total experience points gained and the number of experience points necessary to reach the next level. Right-clicking on the red box icon displays statistical information for all of the characters in the party at once.

When character statistics are displayed, the red box appears as a black grid with a curved arrow inside. Left-clicking on the changed icon returns to the character's inventory information. A right-click returns to all characters' inventory information.

Bronze Figurines: Below the character portraits on the inventory screen stand bronze figurines. These represent the character's body, upon which can be placed clothing, armor, various weapons, and items such as key rings, helmets, etc. Items may be placed on the following areas:

- ◆ Head: helmets
- ◆ Neck: amulets and medallions
- ◆ Hands: weapons, shields, sacks, key rings, potions, or any similar objects you wish the character to use
- ◆ Wrists: bracers and gloves
- ◆ Shoulder: a quiver to hold arrows
- ◆ Body: armor, cloaks, robes

Though male, female, short, and tall figurines are displayed, any clothing found fits any character.

Rings: To the right and left of each bronze figurine is a white line sketch representing the character's hands. Rings can be placed on these representations by left-clicking when a ring is over the hand icon. Each character may wear two rings at any one time.

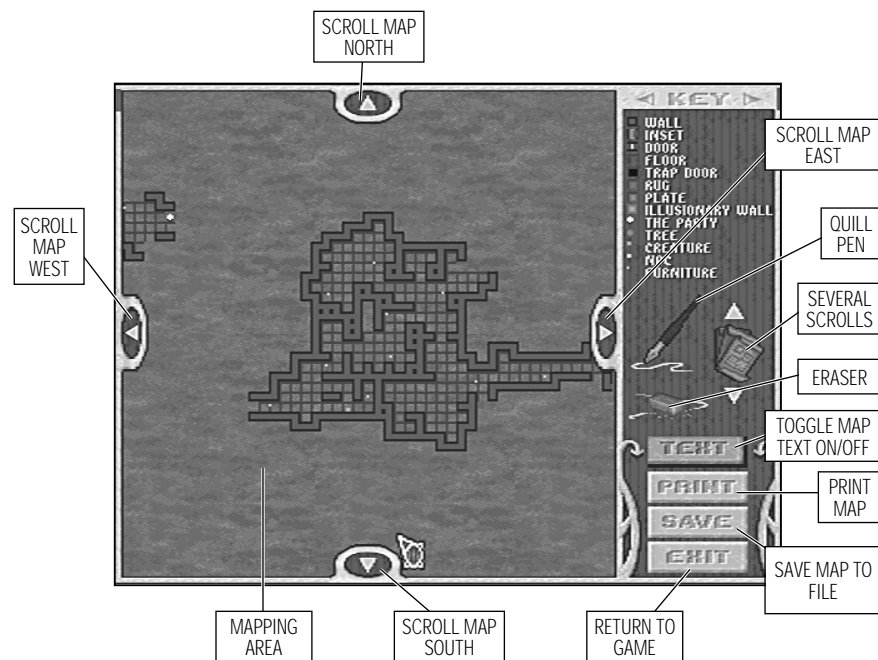
Inventory Slots: 12 inventory slots exist beneath each bronze figurine. Objects you wish your characters to carry with them on the adventure may be placed here. To do this, use the object manipulation techniques

described in "Pick Up and Drop Objects/Add Items to Inventory," in the section "Things You Can Do From the Adventure Screen," starting on page 14.

To Open a Container: To open a container, such as a sack or a chest, place the object in a character's left hand on the bronze figurine. When this is done, the container opens up, displaying its contents. Objects within the container may now be put into inventory or swapped with items already in inventory, or the character may simply place the entire container in inventory. To close the container, left-click on the character's left hand and the container closes.

Object Information: When an object is selected, it is superimposed over the mouse pointer. When selected on the inventory screen, a message bar appears centered on the screen below the character portraits.

To return to the adventure screen, right-click with the mouse anywhere on the inventory screen except over the icon used to switch between the inventory area and the statistical display.



Automap Screen

Automapping

As your party explores the many lairs and labyrinths of the RAVENLOFT game world, the last thing you want to do is map each step of the way with pencil and paper. We've made it easy by including a versatile automapping feature. The map is displayed from the adventure screen. Move the cursor to the very top of the screen and choose AUTOMAP from the menu of options which appears. (Placing the cursor over the option and left-clicking with the mouse activates this option.)

The area map is based on your character's line-of-sight, so only parts of a dungeon that have been explored are shown. Everything on the map reflects the current status of the items shown. Doors are displayed open or closed. This makes automapping a very useful tool. Walls, insets, doors, floors, trap doors, rugs, plates, illusionary walls, your party, trees, creatures, NPCs, and furniture are all displayed on the map. Note, however, that items and creatures of which your characters are not yet aware are not shown.

At the top, bottom, and sides of the automapping window are small gray pyramids, icons which can be used to scroll to the north, south, east, and west of the map. This becomes useful when the map grows larger than can be displayed all in one window. Buttons marked TEXT, PRINT, SAVE, and EXIT are in the lower right-hand corner of the screen, and above these are icons representing an eraser, a quill pen, and several scrolls. Altogether, these add a number of versatile features to the mapping process.

Left-clicking on the quill pen allows you to type notes anywhere on the map window. Simply move the cursor to the desired position and left-click to begin your text line. Hitting Enter allows you to continue your text on the next line. Up to four lines of text are available for each entry. Press Esc to return the cursor to the screen.

Left-click on the eraser icon and it turns gray. You may now move the cursor over any line of text on the map, where another left-click erases the line you have chosen. Click on the eraser again to exit this mode.

The icon representing several scrolls overlapping one another allows you to scroll through maps displaying various areas of the RAVENLOFT game world already explored by your party. Left-clicking on the small gray pyramids above and below the

scrolls activates this feature. The maps of *all* areas explored are always available.

Text: By clicking over the text button, any text you have added to the map window can be temporarily hidden to allow better viewing of the map. The text can be restored by clicking once again. Note that when the text button is off, the text is not printed when the print option is used.

Print: This unique feature allows you to print the layout of the RAVENLOFT game world area your characters are exploring. Print out a map by selecting the PRINT option on the right-hand side of the automapping display and left-clicking with the mouse. Note that text printed is not printed as it appears on your computer screen. Text is printed below the map, but remains useful because of a footnoting technique wherein letters overlaid at various locations on the map are associated with text notes beside those same letters printed beneath the map. A little practice quickly allows you to make the most accurate use of this feature.

Special Note: Please be certain your printer is on and set up to print out a map. For the print function to work, the printer must be set to print the IBM character set. Refer to your printer instructions for information on how to set up your printer, and if you are using a laser printer, be aware you may have to change the printer font to the IBM character set.

Save: By selecting this option you save the currently viewed map into a file in the “Automaps” subdirectory. They are in the format AUTOxxx.MAP (where xxx is the number of the map) and can be viewed in any text editor.

Exit: Select EXIT to return to the adventure screen.

Adventuring Strategy

ATTACKING OPPONENTS

Characters most often engage in “melee combat,” which is face-to-face battle with weapons such as swords and maces. Other options include casting spells and ranged combat using bows or slings.

COMBAT MECHANICS

Understanding the technical side of combat allows you to choose the most effective strategy for your party in battle. Each character’s ability in combat is defined by his armor class, THACØ, and damage.

Armor Class

Armor class (AC) is how difficult a monster is to hit with a weapon. The lower the armor class, the harder it is to hit the target. Armor class is based on armor and a bonus for the character’s dexterity.

Some magic items help improve (or lower) armor class rating.

THACØ

THACØ is your character’s ability to hit enemies. THACØ stands for “To Hit Armor Class Ø.” A character must “roll” a number equal to or greater than this to damage a target with an armor class of Ø. The lower the attacker’s THACØ, the better his or her chance to hit the target. A character’s THACØ is based on his or her class and level.

NOTE: the generation of a random number is often referred to as a “roll.” In determining if an attack hits, the number generated is from 1 through 20. The base roll is modified by the character’s ability scores and by the use of magic weapons.

An attack is successful if the roll is greater than or equal to the attacker’s THACØ minus the target’s AC.

Example: A fighter with a THACØ of 15 attacking a monster with an AC of 3 would need to roll: (THACØ 15) - (AC 3) = 12+. But to hit a monster with an AC of -2 he would need to roll: (THACØ 15) - (AC -2) = 17+.

Damage

Damage is the hit point loss an attacker inflicts on his opponent. This damage is based on the attacker’s strength and the weapon being used. What damage each weapon can do is summarized in the “Weapons Chart” on page 92.

Sometimes, monsters take partial or no damage from certain weapons. Skeletons, for example, take half-damage from sharp or edged weapons.

COMBAT STRATEGIES

Characters who use thrown weapons should carry them in-hand. Be sure to recover your character’s ranged weapons after each battle. You may wish to collect all the ranged weapons your character finds, for they are used quickly in battle.

Moving and Fighting

Pay attention to the compass on the screen to help with mapping. In an unexplored area, move with a spell menu on the screen and an attack spell showing.

Prepare your character for battle before opening any door, climbing or descending stairs, or pushing any button that might open a door or secret wall. Monsters often crouch behind closed doors or secret walls, waiting and hungry for combat!

Remember, your characters can move and fight at the same time, even backwards to dodge a melee attack and sideways to dodge a ranged attack. Another strategy is to retreat behind a door and close it, blocking the attack of a particularly nasty beast. Be careful though, some monsters can open doors!

HINTS

Here are a few hints to help your character along the way.

Carry Items with You

You never know when your characters might need something they've found! To carry an item along for the adventure, pick it up and move it into an inventory slot. If there is no more room in your character's inventory, find a safe and easily accessible location to stash items that can't be carried.

Keep Track of Buttons and Levers

Some puzzles are activated in one part of the dungeon, yet affect other parts farther off. If your characters cannot get through an area, go back and change a few buttons or levers, one at a time, then see if the change makes a difference.

Use the automapping feature to assist you in learning the workings of certain puzzles.

Look for Hidden

Buttons on the Walls

Always check walls for hidden buttons and bricks. Moving your party sideways down a wall often makes such things easier to spot.

Keep An Eye on the Compass

Watch the compass as your characters explore. There are a number of traps that can change the party's facing. Magic portals and teleporters may reveal themselves in this way.

When to Save the Game

Save the game any time you believe something might happen to hurt your party. Use the quick save option by hitting the "s" key on your computer keyboard.

We also recommend saving at the beginning of each level.

If a puzzle is difficult to solve, save the game and try different solutions.

If monsters are attacking thick and fast, save the game and try new strategies.

When things are really tough, save before opening doors.

Go On

When all else fails, go on with the game. Your characters need not open every door, fight every monster, and obtain every item to win. Remember any areas your party bypasses. If you are stumped in a later area, or need an item to go on, go back and try the puzzle again.

Game Options

The menu bar, displayed by moving the cursor to the top of the adventure screen, includes a choice on the far right called **OPTIONS**. Left-click on this choice and a screen showing nine control options is shown.

Click on the gray bar and move it with the cursor to change the mouse's double-click speed between its minimum and maximum values.

Turn the floors, ceilings, and/or sky on or off by clicking on the appropriate button. When these images are replaced by a neutral color, the game operates more quickly, as your computer has fewer bit-mapped images to keep track of.

Sprite dithering enhances the images of creatures as they come closer to your party. It works to blend the colors of adjacent pixels and keep the images of approaching creatures from becoming too "blocky." Turning this option off slightly increases the speed at which the game runs.

Switching between the minimum and maximum values of "distancing" determines whether monsters, trees, and objects are seen from as far away as possible or not until they are much closer.

The sound and music may be switched on and off from this screen.

Altering the palette intensity changes the brightness of colors and images in the game. Left-click on the gray bar and move it with the cursor to change between the minimum and maximum values of palette intensity.

The Holy Symbol of Ravenkind

An ancient medallion crafted to represent the beauty and power of the sun, the Holy Symbol of Ravenkind was once worn by the high priest of Castle Ravenloft as a sign of his office. A large crystal lies embedded in this platinum artifact, while symbols of light and truth are carved about its circumference. The title of Ravenkind was attached to the symbol when the secret society which bears that name, led by Pyoor Twohundreds summers, came to realize its tremendous potential for undoing the evil of Ravenloft.

The society of Ravenkind believes all of Ravenloft's troubles can be traced to a single, malevolent being, a creature of such undying evil that neither mortal-made nor ordinary magical weapons can destroy it. Unable to find the long-hidden medallion, the society nevertheless believes the Holy Symbol of Ravenkind to be the only device capable of dealing Ravenloft's most terrible inhabitant a mortal blow.

Who is the most dread sovereign of Ravenloft's evil? Can a burst of light from the Holy Symbol of Ravenkind truly destroy the ultimate enemy of lawful good? In answering these questions lie the hopes of your party: to survive, to succeed in their quest, and to escape Ravenloft forever.

CREATING YOUR PARTY OF CHARACTERS

Prophecy of Strong Companions



“By whatever gods you pray to, you have been blessed with loyal companions. I foresee their strength becoming as one with yours in times of need. They shall prove both boon and blessing on this difficult journey you have chosen to undertake.”

— Madame Eva of the Vistani



Character Class Selection Screen

Generating Characters

Character generation in STRAHD'S POSSESSION provides a unique and entertaining experience. When the character generator appears, it is as if you have stolen into a Vistani camp and arranged for a beautiful fortune teller to lay down cards holding the secret to your destiny. In this reading however, you choose the cards, determining as you go each character's sex, race, class, alignment, and attributes.

The first two cards placed on the table bear the legend "Foresee This Character." Each card represents one of the two characters with which you

begin your adventure. The card in the lower right hand corner of the display is labeled "Quit." If you do not wish to generate your own characters, choose "Quit" and the display returns to a menu screen.

Move the cursor over the "Foresee This Character" card of your choice and left-click with the mouse. The previous cards fade away and two new cards are dealt, one for male and one for female. Choose the gender of your first character by clicking over the appropriate card. Should you wish to move back one step before making a choice,

click on the “Foresee New Character” card in the lower right-hand corner. It returns you to the previous set of cards.

After you select the gender of your character, the card chosen moves to the lower left of the screen, while six new cards are dealt across the table. These represent the races available to your character: human, half-elf, halfling, gnome, dwarf, and elf. Click over the appropriate card for the race of your choice. Should you wish to move back one step before making a choice, click on the “Review Sex” card in the lower right-hand corner. It returns you to the previous set of cards.

After the race of your character is chosen, that card joins the gender card already in the lower left corner of the screen. Six new cards are displayed: fighter, paladin, ranger, cleric, mage, and thief. In this case, though, only the classes to which your race of character may belong are shown. Classes not available to a dwarf, for instance, are shown as cards turned face down on the table. All classes are available to human characters, while the other races have one or more limitations. To move back one step before making a choice, click on the “Review Race” card in the lower right corner.

Some races can belong to multiple classes. When this option is available for the character you are creating, the class card you have chosen is turned face down on the table while the other choices still available remain face up. Pick another class if you wish. For some races up to three different classes are available for the same character. To move back one step before making a choice, click on the “Restart Class” card in the lower right corner. When you are finished selecting multiple classes, click on the “Done” card which appears next to the “Restart Class” card. To learn more about how races and multiple class choices affect your character, review the section “Character Basics,” starting on page 33.

After selecting your character’s class, six more cards are dealt. These are alignment cards: lawful good, lawful neutral, true neutral, chaotic good, chaotic neutral, and neutral good. Again, some cards may be turned face down on the table because those choices are not available to a character of the race and class(es) you have just chosen. If you make your character a paladin, for instance,

the only alignment available is lawful good. For a paladin it is impossible to be anything else! To move back one step before making a choice, click on the “Review Class” card in the lower right corner.

When the character’s class has been decided, that card joins your other selections of sex, race, class, and alignment at the bottom of the screen. The next cards dealt are character portraits, six faces from which you may choose. Move the mouse cursor over the character faces and they change from black and white to color portraits. Click on the “More” card at the bottom of the screen to review additional portraits. Left-click with the cursor over a particular portrait to choose it for your character. To move back one step before making a choice, click on the “Review Alignment” card in the lower right corner.

After your character’s portrait card has joined the other choices at the bottom of the screen, three *attribute* cards are dealt. The card in the center displays basic information about your character, from his or her age, armor class, level, and hit points to the six standard attributes of Strength, Dexterity, Constitution, Intelligence, Wisdom, and

Charisma. Left-click on the “Reroll” card and a new set of numbers for your character are randomly generated. Left-click on the “Edit” card, and you may decide what numbers appear for each of the six standard attributes and your character’s hit points.

Choose the “Edit” card, and the cards to the right and left of the attributes card become, respectively, a [-] card and a [+] card. By left-clicking over a number on the attribute card, that choice is highlighted and may now be modified. Change the highlighted number to a lower or higher value by clicking the cursor over the [-] card or the [+] card. The + and - on your computer’s numeric keypad may also be used. Only the six standard attributes and your character’s hit points are changeable, and then only to their minimum or maximum allowable values. To learn more about attributes, see the section “Character Basics,” beginning on page 33.

When satisfied with your character’s attributes, click over the “Done” card in the lower right of the screen. This returns one step to where the attribute card was flanked by a “Reroll” card and an “Edit” card.

To accept the attributes displayed, left-click in the center of the attributes card or hit Enter on your computer keyboard.

The last two cards displayed are “Keep” or “Delete” this character. If you choose to keep the character generated, you are prompted to enter the character’s name on a card in the center of the screen. Left-click on the card or hit Enter to accept the name. The screen saves the character and moves on to the generation of a second character. Deleting the character starts the entire process over again.

Warning: You must generate two characters to enter the game. After you have generated your first character, the screen displayed shows the portrait and name of your character beside another “Foresee This Character” card. Should you not choose this card, but instead click on the “Quit” card in the lower right corner, your character’s information will be lost when you leave the character generator. To return one step from this screen, left-click over the character’s portrait. After your second character is generated, clicking over either one takes you back one step to the “Keep” and “Delete” cards.

After both of your beginning characters have been generated, a “Watch The Future” card is displayed in the lower right corner of the screen. Select this card to begin the game and set your characters off on a grand adventure through the perils of the RAVENLOFT game world.

Character Basics

Six races inhabit the world of STRAHD’S POSSESSION, and of these, while humans prove the most numerous and adaptable, only you can decide if they are the best traveling companions.

While the race of each character is important, another quality critical to success is their class. This description of talents and abilities falls into one of six basic categories, including cleric, fighter, ranger, mage, paladin, and thief. Some races boast talented men and women able to handle more than one occupation at a time. These are referred to as multi-class characters.

Physical and mental prowess are defined by a character’s ability scores. These are: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

RACES

The six races of STRAHD’S POSSESSION:

- ♦ Human
- ♦ Elf
- ♦ Half-Elf
- ♦ Dwarf
- ♦ Gnome
- ♦ Halfling

While all races can become experts in fighting, some are more adaptable than others, and a few can wield powerful magic. Only humans may join those elite warriors battling in the name of truth, the paladins. Each race possesses certain strengths, which show up as modifiers to their ability scores.

Note: Dwarves, gnomes, and halflings do not appear as natural inhabitants in the RAVENLOFT game world. However, they may be chosen as races for the two characters which begin the game.

♦ Dwarves

Dwarves are rare in the RAVENLOFT game world, but what is rare is often more valuable. Dwarves combine the qualities of the ferocious and the artistic. They are as at home crafting a circlet of jewels as they are wielding an axe in battle. Firm muscle accounts for much of their average 150 pound weight, although at a mere four to four and a half feet in height, dwarves appear stocky at best. They are tenacious and demonstrate a fanatical courage through most of their four centuries and more of life. Their weapons and other dwarven-crafted wares command high prices in the market place.

Part of the dwarven mystique is their innate resistance to spells and to many poisons. Dwarves are, by nature, non-magical creatures.

Ability Score Modifiers:

Dexterity -1, Constitution +1, Charisma -2

Allowable Classes: *Cleric, Fighter, Thief, Fighter/Cleric, Fighter/Thief*

♦ **Elves**

Elves spend much of their time in the carefree company of nature, as far from cities and towns as possible. Because of this they are often thought to be haughty and cold, especially when forced into the company of others. The RAVENLOFT game world presents special challenges for elves, for in that evil land their resistance to spells may falter, and the forests and glens of the demi-plane often prove to be places of a dark, unholy nature. At their best with a bow or a song, elves may spend more years in playful wandering than most other creatures live; their lifespan can exceed 1,200 years. They are distinguished by their fine features and pointed ears, and when standing beside the average man they appear a bit shorter than most. Taught archery from an early age, elves receive a +1 bonus with any type of bow, and with both short and long swords. Mages find them resistant to any type of *sleep* or *charm* spells. But unfortunately, *raise dead* spells do not affect them either.

Ability Score Modifiers:

Dexterity +1, Constitution -1

Allowable Classes: Cleric, Fighter, Mage, Ranger, Thief, Fighter/Mage, Fighter/Thief, Mage/Thief, Fighter/Mage/Thief

♦ **Gnomes**

Gnomes may be the world's first practical jokers and have a proven reputation as enthusiastic pranksters. Carefree and lively, it is often as difficult to believe they are kin to dwarves as it is to get any gnome to admit the relation. They live to be around 600 years old, an age reached in part because of their resistance to magic.

Ability Score Modifiers:

Intelligence +1, Wisdom -1

Allowable Classes: Cleric, Fighter, Thief, Cleric/Thief, Fighter/Cleric, Fighter/Thief

♦ **Half-elves**

Half-elves prove to be skillful in a wide range of activities, their mix of elven and human blood providing them with many advantages over other races. Yet their talents are not so appreciated as to make them welcome company in either human or elven society. While they are seen to travel and mingle in both groups, they are often too tall and heavy to be accepted among the elves, while it is their slender, elven features that often make them outcasts among men. Like many non-human races, half-elves can find the RAVENLOFT game world a very unfriendly place.

On the average, half-elves live for some 250 years and inherit an inborn resistance to *sleep*

and *charm* spells, though this protection proves weaker than in true elves.

Ability Score Modifiers: None

Allowable Classes: Cleric, Fighter, Mage, Ranger, Thief, Fighter/Cleric, Fighter/Thief, Fighter/Mage, Cleric/Ranger, Cleric/Mage, Thief/Mage, Fighter/Mage/Cleric, Fighter/Mage/Thief

♦ **Halflings**

Halflings avoid strenuous adventures as a rule. Their backsides are used to the comfort of padded chairs and their feet enjoy resting atop mounds of well-feathered pillows. This is not to say they are lazy, for as a race, halflings prove to be sturdy and industrious, always making certain their larders stay full to bursting and their burrows remain warm, well-furnished homes.

A bit shorter than dwarves, halflings can usually be spotted by their curly hair and round, broad facial features. They are plump, quiet, and well-liked by the other races, especially the gnomes. When adventuring,

halflings show their mettle by their innate resistance to magic and the +1 bonus they receive for their skill with slings.

Ability Score Modifiers: Dexterity +1, Strength -1 (for non-fighters)

Allowable Classes: Cleric, Fighter, Thief, Fighter/Thief

♦ **Humans**

Humans make up the majority of the RAVENLOFT game world's inhabitants. Those who have lived for long amid the dark and terrible secrets of the land are prone to become reclusive and stay safely behind bolted doors. Travelers through the RAVENLOFT game world may be more enterprising and materialistic by nature. Humans often risk their short, 70 year lifespan in quests for immediate, personal gain. Yet it proves difficult to say any one thing about them. Though often impatient and short-sighted, humans live in the most diverse societies and frequently strive to meet high ideals.

Ability Score Modifiers: None

Allowable Classes: Cleric, Fighter, Mage, Paladin, Ranger, Thief

CLASSES

Some characters learn magic while others become experts in battle tactics. Some are masters of the arcane art of spell casting, while others are malcontents able to pick almost any lock. Each belongs to his own defined occupation, or class. While the members of some races may belong to more than a single class, the six basic choices are:

- ◆ Fighter
- ◆ Ranger
- ◆ Paladin
- ◆ Mage
- ◆ Cleric
- ◆ Thief

Select the class of your characters with care. A good sword arm and knowledge of tactics are the hallmark of warriors such as the fighters, rangers, and paladins, but skill in battle alone is often not enough. To survive the dangers of the world, the art of picking locks and avoiding hidden traps can be useful too. These are the skills of a thief. Magic wielders such as mages and clerics possess the knowledge of powerful spells, and clerics are able to cure wounds.

Each class has one or more *prime requisites*, ability scores that are important to the class. A character with *prime requisite* scores of 16 or greater advances faster in levels.

◆ Clerics

Clerics, also called priests, may be the most favored class of the gods, for they receive their power directly from them and cast spells through their holy symbols. Yet no cleric battles his or her adversaries with faith alone, preferring instead to back up magic with the authority of a mace or flail. Limited to using blunt, impact weapons, clerics are not opposed to wearing a good suit of armor on their journeys.

No tomes of spells and rituals dangle from a cleric's belt or hide in the dark and musty reaches of his pack, for clerical magic is of divine origin. While mages mutter endlessly over the spells they must memorize, clerics invite a meditative trance wherein they become receptive to divine magic.

The ability to *turn undead* is listed on the cleric's 1st-level spells and is used like a spell, giving the wielder powers against undead monsters such as skeletons. Because this is an ability, it does not go away when used. As clerics advance in levels, they gain more spells and greater power against the undead. Unfortunately, nowhere are the undead more powerful than in the RAVENLOFT game world.

Clerics with wisdom of 13 or higher gain extra spells. (See the "Cleric Wisdom Spell Bonus" table on page 87.)

Prime Requisite: *Wisdom*

Races Allowed: *All*

Weapons Allowed: *Mace, Flail, Staff, Sling*

◆ Fighters

Fighters often tread in harm's way, relying on a strong sword arm and their brave, sometimes foolhardy natures to win the day. Trained in the use and maintenance of all types of weapons and armor, fighters can utilize any available piece of hardware without restriction. This includes magical items such as rings and gauntlets.

Like practicing athletes, fighters improve their skills and speed as they move up in levels. An extra sword thrust, delivered with blinding speed, may prove the difference between the living and the dead, and high-level fighters such as paladins and rangers are able to attack more often with such melee weapons.

Prime Requisite: *Strength*

Races Allowed: *All*

Weapons Allowed: *All*

◆ Mages

Mages control powerful spells by memorizing their arcane words and ancient symbols. Their knowledge of this art is their treasure and the secret to their mysterious power.

Because their ability to spell cast depends upon freedom of movement, mages cannot wear armor, and tend to make poor fighters. Instead of weapons (and they can use but a very few), mages rely on their intellects and their ability to memorize spells to see them through.

Still, a high-level mage is a potent entity. With a hoard of musty spell books and scrolls, gathered after many trials and much experience, a mage can become truly powerful.

Prime Requisite: *Intelligence*

Races Allowed: *Human, Elf, Half-Elf*

Weapons Allowed: *Dagger, Staff, Dart*

◆ Paladins

Paladins radiate an aura of protection, a shield of sorts which causes their attackers to suffer a penalty even before these elite warriors have unsheathed their swords. In this and other magical abilities, paladins prove themselves as more than mere fighters.

Walking the most difficult path of any class, the paladin abides by the rules of lawful good and leads others by the example of his chaste and pious ways. The life of a paladin can become an horrendous challenge, one too great for any mere mortal to bear. The very aura of the land, in time, may convince the paladin that he has been betrayed by his gods and turn even the most pious among them to evil, though this is thought to take many years.

In addition to skill with all types of arms and armor, paladins possess extra resistance to magical attacks and poisons. No disease can lay them low. And once per day they can heal with their *lay on hands* ability, a skill similar to a cleric's *cure light wounds* spell. This restores two hit points per level of advancement.

By the time they've reached the third level, paladins can *turn undead* as well as a cleric two levels below their own. Once they reach the ninth level, paladins can use certain cleric spells, praying for them and casting them exactly as the

clerics themselves do. These are: *bless*, *cure light wounds*, *detect magic*, and *slow poison*.

High-level paladins, like other high-level fighters, can attack more often with melee weapons.

Prime Requisites: *Strength, Charisma*

Races Allowed: *Human*

Weapons Allowed: *All*

◆ Rangers

Rangers follow the broken trails of their quarry across hard lands, or beneath the dim light of a forest canopy, yet never lose the spoor. They are trained trackers, hunters, and woodsmen, succeeding by their wits as much as by their skills with bow and sword.

At one with any type of weapon or armor, rangers usually avoid heavy armor as too restricting. It prevents them from using their special ability to wield a weapon in both hands without penalty. For this reason they are seen more often in studded leather or other, lighter armors.

High-level rangers, like other high-level fighters, can attack more often with melee weapons.

Prime Requisites: *Strength, Dexterity, Wisdom*

Races Allowed: *Human, Elf, Half-Elf*

Weapons Allowed: *All*

◆ Thieves

Thieves accept no single rule or philosophy by which to run their lives. While some, with sleight of hand, may steal change from a beggar's cup, others may share their ill-gotten prizes with the less fortunate. Still others see themselves as basically good business men, with perhaps a slight character flaw.

In castle, town, or dungeon, an experienced thief of many levels is proficient at picking locks and avoiding whatever traps have been laid to catch the unwary. To move freely and quietly, thieves prefer to wear leather armor, though they are not averse to traveling well-armed.

Prime Requisites: *Dexterity*

Races Allowed: *All*

Weapons Allowed: *Club, Dagger, Dart, Short Bow, Sling, Long Sword, Broad Sword, Short Sword, Staff*

ALIGNMENTS

There are six possible alignments, or philosophies of life. However, a character's chosen class may limit your selections. Paladins, for instance, can be only lawful good. The choices are:

- ◆ Lawful Good
- ◆ Lawful Neutral
- ◆ Neutral Good
- ◆ True Neutral
- ◆ Chaotic Good
- ◆ Chaotic Neutral

Two parts make up a character's alignment, and both are equally important: world view and personal ethics.

World View

- ◆ Lawful means that the character works within the framework and rules of a society.
- ◆ Neutral means that the character moves between valuing society and valuing the individual.
- ◆ Chaotic means that the character values the individual above society and others.

Personal Ethics

- ◆ Good indicates that the character acts in a moral and upstanding manner.
- ◆ Neutral indicates that the character leans towards "situational ethics," evaluating each set of circumstances.

ABILITY SCORES

These numbers are a summary of natural faculties and abilities. A character's summary includes the following faculties:

- ◆ Strength (STR)
- ◆ Intelligence (INT)
- ◆ Wisdom (WIS)
- ◆ Dexterity (DEX)
- ◆ Constitution (CON)
- ◆ Charisma (CHA)

The Edit and Keep commands allow you to make changes to these scores and then save them.

Every character brings a different combination of strengths, weaknesses, talents, and abilities to the game.

Instead, STRAHD'S POSSESSION uses scores to keep track of a character's various abilities. High scores show strength in a particular area, low scores the opposite.

A number between 3 and 18 goes to make the base score. Modifications to the base score caused by the character's race are automatically factored in by the computer.

The highest any score can be is 19, unless boosted upward through magic.

For fighters, a percentile value (in Strength) may be added to show exceptional ability.

Strength provides a measure of effectiveness in battle. As the word implies, physical power, muscle, and stamina are being gauged. Stronger characters are able to swing a sword or mace more often and thereby receive bonuses for the extra damage they do.

Fighters, rangers, and paladins are capable of extraordinary feats of physical prowess and so may possess strength scores higher than 18. These special scores are displayed as a percent value following the base strength, such as: 18/23, where 23 means 23%.

Unfortunately, halflings, even halfling fighters, cannot acquire exceptional strengths.

Dexterity bestows the gifts of speed and agility on those characters who score high in this area. Accuracy in firing a bow or in letting loose with a sling are additional advantages of being dexterous, as well as receiving bonuses to one's armor class. Adversaries simply find it hard to hit a quick moving target.

When the dexterity score reaches 16 and above, fighters can more effectively manage a weapon in each hand with less penalty.

Constitution measures the fitness, health, and physical toughness of your character. A high score in this area boosts the total number of hit points your character receives, and with more hit points, your character becomes all the more difficult to kill.

Intelligence becomes a key factor in a character's ability to memorize and use spells. Mages especially must be highly intelligent to learn and use their repertoire of magic. In all, this quality measures memory, reasoning, and learning ability.

Wisdom ensures that the character possessing it is less susceptible to magic. Likewise, a low score in this area (7 or less), leaves a character open to the slightest spell. Wisdom scores of 15 and above offer some protection.

Clerics find that a high Wisdom score (13 or more) enables them to cast extra spells. For more information, see the "Cleric Wisdom Spell Bonus" table on page 87.

Charisma and its value lie embodied in the words persuasive and commanding. For a character with high personal magnetism and the allure which persuades others to accept their leadership, the way lies open to join that elite group, the paladins.

OTHER CHARACTERISTICS

- ◆ Armor Class (AC)
- ◆ Hit Points (HP)
- ◆ Experience Points (EXP or XP)
- ◆ Level (LVL)

Four other elements define how well a character is doing. Unlike race or class, these scores change constantly based on a character's actions. They are: armor class, hit points, experience points, and level.

Armor Class (AC) reflects both a character's dexterity and whatever new armor or shield he or she may be wearing. As a score, it measures how difficult someone is to hit and damage.

Low armor class values mean different things. While your character may have a low armor class because of wearing the best, dwarven-tooled armor, that beast skulking around the next corner may boast the same armor class, if only because it is fast and small.

Magical armor and a high dexterity score improve a character's armor class.

Hit Points (HP) act like a scale showing your character's life force. Needless to say, the longer your character allows that Strahd Zombie to beat him about the head and shoulders, the more hit points your character will lose. Higher values are better. And while armor and magical defenses

provide some protection, when your character's hit points reach zero, he or she is dead. At that point you will either have to replace the character with another one met by your party in its travels through the RAVENLOFT game world, or have your party's cleric attempt a *raise dead* spell.

Experience Points (EXP or XP) can be thought of as milestones in a character's personal development. Avoiding that undead's silent leap from behind taught your character something, as did honing his or her sword skills against the doom guard two doors back. Finding treasure, completing parts of the adventure, dispatching foes: all lead to increased experience points and, eventually, to an increase in a character's level.

Characters with prime requisite scores of 16 or more increase their experience earned by 10%.

All characters begin the game with some experience points, and multi-class characters have these points distributed evenly among their classes.

Level measures how much a character has advanced in his or her class. When a character gains enough experience points to advance a level, extra hit points are earned. There is also an improvement in a character's fighting ability.

Characters at higher levels show a resistance to the effects of poisons and magical attacks. When at advanced levels mages, clerics, and paladins find themselves able to memorize a greater number of spells.

These improvements happen automatically whenever a character has enough points.

Level advancement tables for all classes begin on page 87.

Creating Strong Characters

SINGLE-CLASS VS. MULTI-CLASS

Single-class characters have more hit points than multi-class characters with the same amount of experience. They do more damage to their opponents in battle. Single-class clerics and mages gain higher level spells sooner than their multi-class counterparts.

Non-human characters may choose to belong to one or more classes, and in so doing reap a few rewards for their trouble. A fighter/mage can both melee effectively and cast spells, though his single-class counterparts prove better at their individual specialties. While this may sound at first like a poor choice, ask yourself what your brave fighter will do when he or she encounters a locked gate for which there is no key. If there is no thief in the

party, perhaps your fighter would have done well to gain the skills of that class.

Because their experience points are distributed evenly between their classes, multi-class characters move up through the levels slower than single-classed characters.

RACIAL ADVANTAGES

If you've been wondering which race/class combinations are best, here are a few examples:

Dwarven Fighter: This character has less to worry about than most when battling poisonous creatures. With a Constitution of 19, the dwarven fighter may benefit as well from increased hit points. Reading dwarven writing is their specialty.

Paladin: With a gentle touch, your paladin may heal that wound which otherwise could signal the end for the afflicted character. Yet *laying on hands* is but one benefit of choosing this elite warrior to do battle in the RAVENLOFT game world. Capable of fighting as well as any fighter, when paladins reach the ninth level, they are able to master a few clerical spells.

Elven Mage: Moving swiftly, your elven mage steps between the paths of two hurtling arrows, demonstrating inhuman grace and dexterity. Benefiting from a high armor class (due to dexterity) and the ability to gain levels swiftly as a single class character, the elven mage boasts a maxi-

mum constitution of 17 and a maximum dexterity of 19. He or she can also read elven writing.

Human or Half-Elven Cleric: Proud of their often formidable intellects, these single class characters gain levels swiftly. They can ascend to a maximum Wisdom of 18, and in so doing acquire the maximum number of bonus spells. A good human or half-elven cleric can attain the maximum levels permitted in the game.

Half-Elven Fighter/Mage/Cleric: If this character can survive long enough, his or her various talents show promise in overcoming any obstacle the RAVENLOFT game world might offer. With the exception of lock picks, a specialty of thieves, your Half-Elven Fighter/Mage/Cleric can employ every item in the game. But while drawing a sword, casting a *magic missile* spell, or healing that hell hound bite are all possibilities, he can do none as well as a single class character with the same amount of experience.

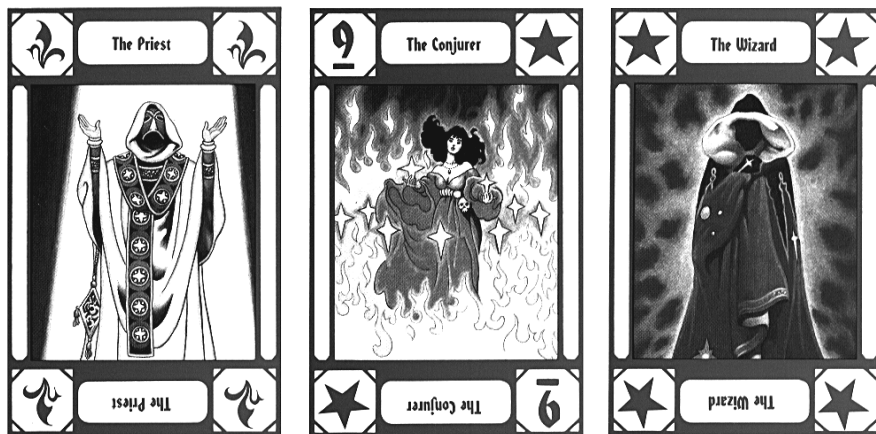
They rise in levels very slowly and have fewer hit points to call their own for most of the game.

Elven Fighter/Mage/Thief: Here is a jack of all trades who can pick locks as well. But like the Half-Elven Fighter/Mage/Cleric listed previously, this character also rises slowly through the levels and suffers from a scarcity of hit points for most of the game.

SPELLS

Spirits, spells, and perilous magic await those summoned by fate to journey within the misty realm. To survive in the RAVENLOFT game world, it is well to know magic, or to seek out a fellow traveler adept in the ancient art of spellcasting. Following are descriptions of spells your magic-wielding characters may use to fend off the dangers of the realm, or to conquer its greatest challenges.

The Prophecy of Magic



“An aura of mystical strength surrounds you. It speaks of power, bringing forth abilities of which you may not be aware. Magic is yours to command, if only you might find the way. . . .”

— Madame Eva of the Vistani

LEGEND FOR PRIEST AND MAGE SPELL DESCRIPTIONS

Range: 0 = the spellcaster
Touch = the character touched
Close = adjacent square
Medium = up to 2 squares away
Long = as far as visible range

Duration: Instantaneous = flash or instant effect
Short = single combat round
Medium = effect lasts for some time
Long = effect lasts quite a while
Permanent = effect lasts for entire game
Special = see spell description

PRIEST SPELLS

FIRST-LEVEL PRIEST SPELLS

Bless

RANGE: MEDIUM DURATION: MEDIUM AREA OF EFFECT: CHARACTERS IN YOUR PARTY

Weary from battle, exhausted by their ordeals, your men face an army of skeletons. How can they go on? Upon uttering this spell the morale of your party is raised, and all members gain a bonus to their attacks. *Bless* spells are not cumulative. First-level priests and high-level paladins can cast *bless* spells.

Cause Light Wounds

RANGE: TOUCH DURATION: PERMANENT AREA OF EFFECT: ONE CHARACTER

This spell is identical to the first-level *cure light wounds* spell, except that it causes 1-8 hit points of damage.

Cure Light Wounds

RANGE: TOUCH DURATION: PERMANENT AREA OF EFFECT: ONE CHARACTER

By casting this spell upon a wounded character, up to eight hit points of damage can be cured. High-level paladins can cast *cure light wounds* spells, and often need to after the stealthy shadow fiend catches the party unawares.

Detect Magic

RANGE: 0 DURATION: MEDIUM AREA OF EFFECT: CARRIED ITEMS

This spell allows the caster to determine if any of the items being carried are magically enchanted. All magic items are indicated for a short period of time. High-level paladins can cast *detect magic* spells.

Invisibility to Undead

RANGE: TOUCH DURATION: MEDIUM AREA OF EFFECT: CREATURE TOUCHED

A useful spell for those stalked by a rotting zombie while exploring the RAVENLOFT game world. When cast upon a character, *invisibility to undead* causes a creature to lose track of and ignore your party. Powerful undead with many hit points may avoid the effect of this spell. Note also that a priest protected by this spell cannot turn affected undead and that the spell ends immediately if affected characters make any attack.

Light

RANGE: LONG DURATION: MEDIUM TO LONG AREA OF EFFECT: RADIANT GLOBE ABOUT CASTER

This spell causes a luminous glow to appear. The light is equal in brightness to torchlight, but is not cumulative, as multiple castings do not provide a greater light. A good spell to use when no torches are available.

Magical Stone

RANGE: 0 DURATION: SPECIAL AREA OF EFFECT: SPECIAL

Temporarily enchanting up to three small stones (no larger than sling bullets), a priest may hurl these at an opponent for up to 1d4 points of damage, or 2d4 when used against the undead. The stones are considered +1 weapons for determining if a creature can be struck, and the magic of each stone lasts for one half hour or until used. To use this spell, your character must find the stones, hold them in his or her hands, and then cast the spell.

SECOND-LEVEL PRIEST SPELLS

Aid

RANGE: TOUCH DURATION: MEDIUM AREA OF EFFECT: CHARACTER TOUCHED

This spell acts like a *bless* spell and confers one to eight extra hit points. The temporary hit points are subtracted before the character's own if he or she is injured in combat. The spell's duration increases with the level of the caster.

Draw Upon Holy Might - STR

RANGE: 0 DURATION: MEDIUM AREA OF EFFECT: SPELLCASTER

While the citizens of Barovia cower within their homes, afraid to worship their gods, the priest in your party may become a vessel for the power of his or her god. Upon invoking this spell, his or her body shudders and glows with energy. As a result, the caster increases his or her Strength ability score by +1 for every three levels of experience. The effect lasts for the duration of the spell. It cannot increase strength beyond a value of 18.

Draw Upon Holy Might - DEX

RANGE: 0 DURATION: MEDIUM AREA OF EFFECT: SPELLCASTER

Similar to *Draw Upon Holy Might - STR*, invoking this spell causes the priest's body to act as a vessel for the energy of his or her god. This time, however, the caster increases his or her Dexterity ability score by +1 for every three levels of experience. The effect lasts for the duration of the spell. It cannot increase dexterity beyond a value of 18.

Flame Blade

RANGE: 0 DURATION: MEDIUM AREA OF EFFECT: ONE TARGET

This spell causes a flame-like blade to appear in the caster's hand. The blade attacks like a normal sword and does 7-10 points of damage. The character attacks with this as he or she would with any other melee weapon. The spell does slightly less damage against targets protected from fire. Spell duration increases with the level of the caster.

Hold Person

RANGE: LONG DURATION: MEDIUM AREA OF EFFECT: UP TO FOUR CHARACTERS

Hold person affects human, demi-human, or humanoid creatures. Creatures that are affected become rigid and unable to move or speak. Spell duration increases with the level of the caster.

Slow Poison

RANGE: TOUCH DURATION: LONG AREA OF EFFECT: CREATURE TOUCHED

Some brigands are known to lace their blades with a deadly poison. This spell slows the effects of any type of poison for a limited time. When the spell dissipates the victims suffer the poison's full effect unless a *neutralize poison* spell is cast. The spell's duration increases with the level of the caster. High-level paladins can cast *slow poison* spells.

THIRD-LEVEL PRIEST SPELLS

Cure Disease

RANGE: TOUCH DURATION: PERMANENT AREA OF EFFECT: CREATURE TOUCHED

This spell enables the caster to cure most diseases by placing his or her hand upon the diseased creature. Thereafter, whatever affliction tortures the creature rapidly disappears, depending of course upon the type of disease and the state of its advancement when the *cure disease* spell is cast. *Cure disease* is a critical component when any attempt to cure a werewolf is attempted.

Dispel Magic

RANGE: MEDIUM DURATION: PERMANENT AREA OF EFFECT: IMMEDIATE AREA

This spell can negate the effects of almost any spell affecting your party. *Dispel magic* does not counter *cure* spells, but it will dispel *hold person*, *bless*, and similar spells.

Negative Plane Protection

RANGE: TOUCH DURATION: LONG OR UNTIL THE CHARACTER IS HIT AREA OF EFFECT: ONE CHARACTER

This spell gives the affected character partial protection from undead attacks that drain levels, as those of the wights roaming the catacombs of Barovia are known to do. However, the character still takes any physical damage done by the attack. Undead creatures that attack characters protected by this spell take 2-12 points of damage from the spell's positive energy.

Prayer

RANGE: 0 DURATION: MEDIUM AREA OF EFFECT: YOUR PARTY

This spell is a powerful version of the first-level *bless*. This spell increases your character's combat ability and decreases the enemy's. The spell has no cumulative effect. The spell's duration increases with the level of the caster.

Remove Paralysis

RANGE: 0 DURATION: PERMANENT AREA OF EFFECT: UP TO FOUR CREATURES

Created centuries ago by evil wizards, inquisitors can paralyze their victims with a single gaze. Luckily for those who have mastered this spell, it negates the effects of any type of paralyzation or related magic. The spell also counters *hold* or *slow* spells.

FOURTH-LEVEL PRIEST SPELLS

Cause Serious Wounds

RANGE: TOUCH DURATION: PERMANENT AREA OF EFFECT: CREATURE TOUCHED

The reverse of *cure serious wounds*, this spell inflicts 3-17 points of damage upon the creature touched by the priest.

Cure Serious Wounds

RANGE: TOUCH DURATION: PERMANENT AREA OF EFFECT: CHARACTER TOUCHED

This spell is identical to the first-level *cure light wounds* spell, except that it heals 3-17 hit points of damage. Characters courageous enough to face a zombie golem and survive may well hope their party's priest knows this one.

Fortify

RANGE: 0 DURATION: SPECIAL AREA OF EFFECT: CHARACTER TOUCHED

Cast this spell upon a character, and the next *cure wounds* spell cast upon the same character will be strengthened. When complete, the *cure wounds* spell so fortified always functions to its maximum effect.

Neutralize Poison

RANGE: TOUCH DURATION: PERMANENT AREA OF EFFECT: CHARACTER TOUCHED

This spell detoxifies any sort of poison or venom, whether it exists in a poisonous creature or in a poisoned party member. It cannot, however, bring a character back to life if he or she has already died. A warning: not all Vistani are to be trusted; those known as Darklings are masters of a very deadly poison.

FIFTH-LEVEL PRIEST SPELLS

Atonement

RANGE: TOUCH DURATION: PERMANENT AREA OF EFFECT: CREATURE TOUCHED

By using *atonement*, a priest removes the burden of unwilling and unknown deeds from the person who is the subject of the *atonement*. This spell is especially useful when working to remove the pathological scourge of the werewolf.

Cause Critical Wounds

RANGE: TOUCH DURATION: PERMANENT AREA OF EFFECT: CREATURE TOUCHED

This spell is identical to the first-level *cause light wounds*, except that it inflicts 6-27 hit points of damage.

Cure Critical Wounds

RANGE: TOUCH DURATION: PERMANENT AREA OF EFFECT: CHARACTER TOUCHED

The *cure critical wounds* spell is a very potent version of the *cure light wounds* spell used by a first-level priest. It can heal 6-27 hit points of damage.

Flame Strike

RANGE: LONG DURATION: INSTANTANEOUS AREA OF EFFECT: ONE SQUARE

By means of this spell, the priest calls out of the sky a column of flame, hopefully annihilating the unlucky target. Creatures affected by the spell suffer 6-48 points of damage.

Raise Dead

RANGE: TOUCH DURATION: PERMANENT AREA OF EFFECT: ONE CHARACTER

When the priest casts a *raise dead* spell, he or she can restore life to a dwarf, gnome, half-elf, halfling, or human, though they may remain gravely weakened and all but useless to the party for a time. Unfortunately, full-blooded elves cannot be affected by this spell.

SIXTH-LEVEL PRIEST SPELLS

Harm

RANGE: TOUCH DURATION: PERMANENT AREA OF EFFECT: CREATURE TOUCHED

Terribly effective, this reverse of the *heal* spell will bring a target to death's door, reducing it to very few hit points, no matter how many hit points the target had before the spell. Is your priest brave enough to shake hands with a werewolf, and would so powerful a creature ever allow him that close alive?

Heal

RANGE: TOUCH DURATION: PERMANENT AREA OF EFFECT: CHARACTER TOUCHED

A tremendously potent *heal* spell. When cast it will completely heal the affected character of all but 1-4 hit point of damage, and remove poison, blindness, and paralysis.

MAGE SPELLS**FIRST-LEVEL MAGE SPELLS*****Armor*****RANGE:** TOUCH **DURATION:** LONG **AREA OF EFFECT:** CHARACTER TOUCHED

When casting this spell, a mage surrounds himself, herself, or another character with a magical field that protects as scale mail (AC 6). The spell has no effect on characters who already have AC 6 or better and it does not have a cumulative effect with the *shield* spell. The spell lasts until dispelled, or until the wearer sustains 8 points of damage + 1 point per level of the caster.

Burning Hands**RANGE:** CLOSE **DURATION:** INSTANTANEOUS **AREA OF EFFECT:** FRONT RANK

When a mage casts this spell, a jet of searing flame shoots from the character's fingertips. The damage inflicted by the flame increases as the mage increases in level and gains power. The spell does one to three points of damage plus two points per level of the caster. For example, a 10th-level mage would do 21-23 points of damage.

Chill Touch**RANGE:** 0 **DURATION:** MEDIUM **AREA OF EFFECT:** SPELLCASTER

When casting this spell, a blue glow encompasses the mage's hand. This energy attracts the life force of any living thing upon which the mage makes a successful melee attack. To reflect this, the creature suffers a -1 to its attack rolls for every other successful touch.

Detect Undead**RANGE:** 0 **DURATION:** LONG **AREA OF EFFECT:** 60' + 10'/LEVEL

Is your party being assaulted by creatures of the undead at every turn? And you thought Castle Ravenloft was a friendly place! This spell displays the dungeon map and shows the location of any undead creature on that map. In this way the mage detects the undead through walls and obstacles, giving the party a chance to form a plan or run for safety.

Light**RANGE:** LONG **DURATION:** MEDIUM TO LONG **AREA OF EFFECT:** 20-FOOT-RADIUS GLOBE

This spell creates a luminous glow, equal to torchlight, within a fixed radius of the spell's center. It needs no target and is a good spell to cast when the party is low on light.

Magic Missile**RANGE:** LONG **DURATION:** INSTANTANEOUS **AREA OF EFFECT:** ONE TARGET

The mage creates a bolt of magic force that unerringly strikes one target. *Magic missile* spells do greater damage as a mage increases in level. Initially, *magic missiles* do two to five points of damage, and for every two extra levels the spell does two to five more points. So, a first- or second-level mage does two to five points of damage, but a third- or fourth-level mage does four to ten, and so on.

Shield**RANGE:** 0 **DURATION:** MEDIUM TO LONG **AREA OF EFFECT:** SPECIAL

This spell produces an invisible barrier in front of the mage that totally blocks *magic missile* attacks. It also offers AC 2 against hurled weapons (darts, spears) and AC 3 against propelled missiles (arrows, sling-stones). The spell does not have a cumulative effect with the *armor* spell. The spell duration increases with the level of the caster.

SECOND-LEVEL MAGE SPELLS

Agannazer's Scorcher

RANGE: MEDIUM **DURATION:** SHORT **AREA OF EFFECT:** 2-FOOT BY 60 FOOT JET.

Upon casting this spell a jet of flame appears at the caster's fingertips and bursts outward toward a chosen target. If the target remains within range it will suffer 3-18 points of damage in the first round and 3-18 again in the second. The casting mage cannot perform other actions during the second round of the spell or discontinue the spell until it has run its course.

Blur

RANGE: 0 **DURATION:** MEDIUM **AREA OF EFFECT:** SPELLCASTER

The position of a mage with an active *blur* spell shifts and wavers. This distortion makes the character harder to hit with an attack. A *true seeing* spell will counter a *blur* spell.

Ice Knife

RANGE: SPECIAL **DURATION:** INSTANTANEOUS **AREA OF EFFECT:** SPECIAL

By casting the *ice knife* spell, a mage fires a dagger of ice at his or her target. A successful hit causes from 2-8 hit points of damage. Should the dagger miss its target, it will shatter, releasing a wave of numbing cold. Creatures within the range of this wave may suffer cold damage, moving slowly as if paralyzed. A thrown *ice knife* cannot be picked up for reuse. Touching it will result in the wave of numbing cold described previously.

Improved Identify

RANGE: 0 **DURATION:** PERMANENT **AREA OF EFFECT:** ONE ITEM IN THE SPELLCASTER'S HAND

When this spell is cast, one item in the mage's hand is identified for what it really is. The mage learns the item's name and the attack or damage bonuses it has. To use this spell, the object can be placed either in the character's hand as it appears on the adventure screen or in the hand of the character's figure on the inventory screen.

Knock

RANGE: LONG **DURATION:** SPECIAL **AREA OF EFFECT:** 10 SQUARE FEET/LEVEL

When Count Strahd Von Zarovich is your gracious host, would you betray his trust by exploring locked rooms? Only your party's mage knows for sure. When casting a *knock* spell, a mage is able to open stuck, barred, locked, held, or wizard-locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. When opening a magically locked door, the spell does not remove the former spell, but merely suspends it from functioning for a single turn.

Wizard Lock

RANGE: TOUCH **DURATION:** PERMANENT **AREA OF EFFECT:** 30 SQUARE FEET/LEVEL

A *wizard lock* spell cast upon a door, chest, or portal magically locks it. While the mage can freely pass through his or her own lock without affecting it, other creatures must try to break in, or use magic several levels above the casting mage's to successfully *dispel* or *knock* their way in.

THIRD-LEVEL MAGE SPELLS

Dispel Magic

RANGE: LONG **DURATION:** PERMANENT **AREA OF EFFECT:** 30-FOOT CUBE

When a mage casts this spell, he or she has a chance to neutralize magic. It removes spells and spell-like effects from characters, creatures, and objects. *Dispel* does not counter *cure* spells, but it will dispel *hold person*, *bless*, and similar spells. It cannot permanently affect enchanted items, such as magical rings, wands, or weapons.

Fireball

RANGE: LONG **DURATION:** INSTANTANEOUS **AREA OF EFFECT:** TARGET SQUARE

A *fireball* is an explosive blast of flame that damages everything in the target square. The explosion does one to six points of damage for every level of the caster to a maximum of 10th-level. For example, a 10th-level mage does 10-60 points of damage.

Flame Arrow

RANGE: LONG **DURATION:** SHORT **AREA OF EFFECT:** SPECIAL

With this spell, the mage is able to cast fiery bolts at opponents within range. Each bolt inflicts 1d6 points of damage, plus an additional 4d6 points of fire damage. The number of bolts a mage may throw increases with his or her experience level.

Haste

RANGE: CLOSE **DURATION:** MEDIUM **AREA OF EFFECT:** 40' CUBE, 1 CREATURE/LEVEL

This spell allows the affected character to move and fight at double the normal rate. (However, the spell does not allow spells to be cast at a faster rate.) The spell's duration increases with the level of the caster. Whether it is nobler to turn and face the approaching werewolf with increased agility, or run as fast as you can, that is the question.

Hold Person

RANGE: LONG **DURATION:** MEDIUM **AREA OF EFFECT:** UP TO FOUR TARGETS

This spell can affect humans, demi-humans, or humanoid creatures. Creatures that are affected become rigid and unable to move or speak. Spell duration increases with the level of the caster.

Hold Undead

RANGE: LONG **DURATION:** MEDIUM **AREA OF EFFECT:** UP TO 3 TARGETS

This spell affects undead creatures who are as powerful or weaker than the caster. This spell automatically affects skeletons, zombies, or ghouls. All other undead creatures may resist the spell; those who do not become rigid and unable to move or speak. Spell duration increases with the level of the caster.

Invisibility 10' Radius

RANGE: TOUCH **DURATION:** SPECIAL **AREA OF EFFECT:** 10-FOOT RADIUS OF CHARACTER TOUCHED

The mage confers invisibility upon everyone within 10 feet of the target of this spell. Gear carried is included, though light emitted from a light source remains visible. The effect moves along with the recipient, but creatures entering the spell's radius do not become invisible. Characters remain invisible until the spell is dispelled, the characters are attacked, or they attack themselves.

Lightning Bolt

RANGE: LONG **DURATION:** INSTANTANEOUS **AREA OF EFFECT:** SPECIAL

Upon casting this spell, the mage releases a powerful stroke of electrical energy that inflicts 1d6 points of damage per level of the spellcaster, up to a maximum of 60 points to each creature within its area of effect.

Slow

RANGE: LONG **DURATION:** MEDIUM **AREA OF EFFECT:** TWO SQUARES

This spell makes enemies move and attack at half their normal rate. Slowed creatures have a penalty of 4 on their armor class and they attack with penalties. All dexterity combat bonuses are negated.

Vampiric Touch

RANGE: CLOSE DURATION: MEDIUM OR UNTIL ONE ATTACK IS MADE AREA OF EFFECT: SPELLCASTER

When this spell is cast, a glowing hand appears. A mage may attack with this hand like any other melee weapon. When the caster touches an opponent with a successful attack, the spell does 1-6 points of damage for every two levels of the mage. For example, a 10th-level mage would do 5-30 points of damage. These points in turn are transferred temporarily to the mage, so any damage he or she takes is subtracted from these points first. Unfortunately, this spell does not affect undead monsters such as the skeletons to be found beneath the river Ivlis.

FOURTH-LEVEL MAGE SPELLS

Detect Scrying

RANGE: 0 DURATION: LONG AREA OF EFFECT: 120-FOOT RADIUS

By use of this spell, the mage immediately becomes aware of any attempt to observe him by magic means. The spell reveals the use of magical scrying devices, such as crystal balls or other magical reading devices.

Ice Storm

RANGE: MEDIUM TO LONG DURATION: INSTANTANEOUS AREA OF EFFECT: A CROSS-SHAPED AREA 3X3 SQUARES

This spell produces a pounding torrent of huge hailstones. The spell pummels the targets with 3-30 points of damage. The range of this spell is based on the caster's level. Since edged weapons inflict only 1/2 damage on Strahd Skeletons, this spell may be one way to deal with the pesky creatures, as they are usually encountered in numbers.

Remove Curse

RANGE: TOUCH DURATION: PERMANENT AREA OF EFFECT: SPECIAL

An important component of any attempt to cure a werewolf, this spell attempts to remove a curse which has been placed upon a person or an object. While it may not alter an evil object so that it can be used by the party, it can enable a character to be rid of a cursed object. Certain curses may not be countered, or may only be countered depending upon the level of the mage casting this spell.

Stoneskin

RANGE: TOUCH DURATION: SPECIAL AREA OF EFFECT: ONE CHARACTER

With this defensive spell, a mage may endow him or herself or a member of the party with virtual immunity to any attack by cut, blow, or projectile. Nevertheless, magical attacks have their usual effects. The spell blocks up to four attacks, plus one attack for every two levels of the caster.

Wizard Eye

RANGE: 0 DURATION: MEDIUM AREA OF EFFECT: SPECIAL

This is a dangerous land, one where the ability to scout ahead is often the difference between life and death. With *wizard eye* the mage creates an invisible eye which can travel in any direction as long as the spell lasts. It allows the mage to see along the path ahead, even up to 10 feet away in darkened areas using infravision. Unfortunately, the magical eye cannot pass through solid barriers.

FIFTH-LEVEL MAGE SPELLS

Cone of Cold

RANGE: CLOSE DURATION: INSTANTANEOUS AREA OF EFFECT: THREE SQUARES

This spell causes the mage to project a chilling cone of sub-zero cold. The numbing cone causes two to five points of damage per level of the caster. For example, a 10th-level mage would do 20-50 points of damage.

Hold Monster

RANGE: LONG DURATION: MEDIUM AREA OF EFFECT: ONE SQUARE

This spell is similar to the *hold person* spell except that it affects a wider range of creatures. However, the spell does not affect undead creatures. The spell's duration increases with the level of the caster.

SIXTH-LEVEL MAGE SPELLS

Claws of the Umber Hulk

RANGE: TOUCH **DURATION:** LONG **AREA OF EFFECT:** ONE CHARACTER

When this spell is cast, the subject's hands widen and his fingernails thicken and grow, becoming equivalent in power to the iron-like claws of the umber hulk. The affected character can make two claw attacks per round, each one inflicting 2-12 points of damage plus any strength bonuses.

Death Spell

RANGE: LONG **DURATION:** INSTANTANEOUS **AREA OF EFFECT:** 3 SQUARES LONG

This spell slays many weak creatures easily, but kills few strong ones. Some very powerful monsters may not be affected by this spell. Bats are good targets for this one.

Dragon Scales

RANGE: TOUCH **DURATION:** LONG **AREA OF EFFECT:** ONE CHARACTER

This spell causes the body of the caster, or any character touched by the caster, to become armored in dragon scales, effectively raising the character's Armor Class by 2 for the duration of the spell.

Lich Touch

RANGE: TOUCH **DURATION:** MEDIUM **AREA OF EFFECT:** SPELLCASTER

By this spell, the caster gains both the chilling touch of the lich and invulnerability to several lich-like attacks and effects. The caster is immune to all forms of paralysis and fear, and the caster's touch does 1-10 points of damage as well as paralyzing the target. Undead and creatures not affected by paralysis are entirely immune to this spell.

Otiluke's Freezing Sphere

RANGE: SPECIAL **DURATION:** MEDIUM OR UNTIL THROWN **AREA OF EFFECT:** SPECIAL

When casting this spell, the mage creates a small globe about the size of a sling stone. It can be hurled by hand or in a sling, but upon hitting the target it does 6d6 points of cold damage upon all creatures within a 10-foot radius. These special sling stones should be created just before a battle in which they will be used, for they cannot be stored forever and will disappear in time.

True Seeing

RANGE: 0 **DURATION:** SHORT **AREA OF EFFECT:** SPECIAL

Castle Ravenloft can be a maze to those unfamiliar with its many twists, turns, and magical wards. With this spell, a mage can see things as they really are. Illusionary walls will not fool your character, and invisible monsters, items, or magical effects will appear.

Strategies for Using Spells

In the hostile environs of the RAVENLOFT game world, the spells memorized by your spellcaster will be important to his or her strategy. In the following section, the spells are divided into types: offensive, defensive, curative, and others, and hints are given on when each type of spell* is most effective.

*Spells that are available to priests (or both priests and mages) are marked with a caret sign (^).

♦ OFFENSIVE SPELLS

[^]Cause Serious Wounds, [^]Cause Critical Wounds, Chill Touch, Claws of the Umber Hulk, [^]Harm, Lich Touch, Vampiric Touch

Because the spellcaster must touch his or her target for these spells to be effective, they can put a spellcaster's courage to the ultimate test. In using them, the caster places him or herself in the thick of the danger.

[^]Flame Blade, Ice Knife, [^]Magical Stone

With these spells, the caster creates a weapon and so need not expose him or herself as dangerously as with spells requiring a touch. The *ice knife* and *magical stone* are projected weapons, putting a little more distance between the character and his or her target.

Agannazer's Scorchers, Death Spell, Magic Missile

These are ranged magical attacks affecting one target at a time.

Cone of Cold, Fireball, Flame Arrow, [^]Flame Strike, [^]Hold Person, Otiluke's Freezing Sphere, Slow

These spells affect several monsters in an area. Because of the damage they do, they are

often the preferred offensive spells of high-level spellcasters. Look closely at the area of effect for each spell. Spells affecting several squares are more effective against monsters that cannot attack in groups. Spells affecting a single square are most effective against monsters that attack in groups.

Be careful when using the *ice storm* and *hold person* spells. If the target of an *ice storm* is within melee range of your character, he or she will also take damage from the spell. The *hold person* spell only affects human and other humanoid creatures.

♦ DEFENSIVE SPELLS

Armor, Blur, Shield, Stoneskin, Dragon Scales

These spells provide protection from physical attacks. Cast them on your character before battles that involve physical attacks.

[^]Bless, [^]Prayer, [^]Negative Plane Protection

These spells provide protection from magical attacks. Cast them on your character before battles that involve magical attacks.

♦ HEALING AND CURATIVE SPELLS

[^]Aid, [^]Cure Disease, [^]Cure Light Wounds, [^]Cure Serious Wounds, [^]Cure Critical Wounds, [^]Fortify, [^]Heal

Replace lost hit points with these spells. *Aid* can temporarily increase your character's hit points over their normal maximum value. Clerics should always have a few *cure light wounds* spells memorized to quickly heal wounds.

[^]Slow Poison, [^]Remove Paralysis, [^]Neutralize Poison

To slow or remove the effects of poison, paralysis, and curses, keep a number of these spells memorized whenever your character is near a monster who can poison or paralyze

♦ DETECTION

[^]Detect Magic, Detect Undead, Improved Identify, Detect Scrying, Wizard Eye, True Seeing

These spells allow the spellcaster to recognize magic, detect the presence of undead creatures, look ahead of the party, or scry. *Detect magic* is very useful in evaluating the items your party picks up during the game. The spell causes all magical items carried by the character to glow.

♦ OTHER SPELLS

[^]Create Food & Water

This spell is useful where food is scarce (in the later levels of the game). Be sure your spellcaster memorizes this spell before food runs out!

[^]Dispel Magic

With this spell, the effect of other spells affecting your party is negated; however, it does not counter cure spells.

[^]Draw Upon Holy Might-STR, [^]Draw Upon Holy Might-DEX

These two spells allow the priest's body to become a vessel for the power of his or her god. As a result, the caster's Strength or Dexterity are increased by +1 for every three levels of experience.

Haste

Use *haste* when your party faces monsters who prove to be very fast. The *haste* spell allows melee attacks to be made much faster. Cast this spell on your character before dangerous battles.

Invisibility 10' Radius, Invisibility to Undead

Invisibility 10' radius is useful to hide your character from mystic sensors and prying eyes. Even when your character is invisible, most monsters will sense his or her general location, though monsters receive big penalties on attacks against invisible targets.

Knock, Wizard Lock

The mage casting a *knock* spell is able to open stuck, barred, or locked doors. The *wizard lock* spell does the opposite; however, a mage may pass his or her own magical lock without affecting it.

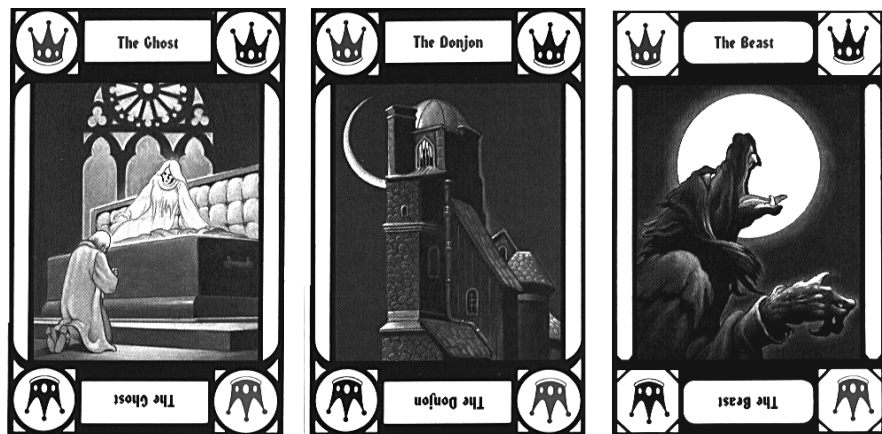
[^]Light

A glow equal to torchlight is fixed on an object when this spell is cast.

BESTIARY

Prophecy of Difficulties to Come

Bats, Ghouls, and Brigands are but a few of the dangers to be encountered in the domain of Strahd Von Zarovich. This section contains descriptions of the creatures awaiting any traveler who dares enter the RAVENLOFT game world.



“Take care and keep a wary eye; be not too brash when approaching the denizens of this sullen land, for they, with lethal and malignant certainty, lie in wait for you.”

— Madame Eva of the Vistani

Bat, Skeletal



The mindless, animated remains of the bat, skeletal bats are no more than puppets sent to carry out the will of their creator. They are usually used as guardians and are commonly associated with necromancers or evil priests. One to three points of damage can be done by a strike from their bony claws, and they radiate an aura of fear. Cemeteries, caverns, and dungeons are likely places to be on one's guard against skeletal bats.

Brigands



Ruffians and thieves, these highwaymen are a common threat in the RAVENLOFT game world. Old Svalich Woods is notorious for their activities, and their camps are often placed strategically near Old Svalich Road. Loyal to no one, brigands are shown little mercy in combat with the forces of law and order, and in turn they rarely show any mercy to their victims. A brown traveling cloak, equipped with a hood which drapes over the head and face is a common costume for brigands.

Broken Ones



Broken ones are the tragic survivors of scientific and magical experiments gone awry. While they were once human, their beings have become mingled with those of animals and their natures forever altered by the shock of the event. Though somewhat rare, broken ones are formidable opponents and prove to be vicious once drawn into melee combat. The weakest broken one will have 15 hit points. Wielding weapons in combat, or attacking with claw and fang, broken ones are capable of inflicting 1-6 points of damage. They are known to inhabit dense woods and rocky wastes, often surviving by carrying out raids on villages.

Count Strahd Von Zarovich



Count Strahd Von Zarovich, Lord of Barovia, rules from Castle Ravenloft, a huge and forbidding structure which sits atop a precipice overlooking the town. Barovia is his by right of conquest, for long ago Strahd entered the valley between the Balinok mountains at the head of a powerful army. Standing over six feet in height, his body lean and hardened from long years of war, Strahd is a natural leader and a powerful lord, one who accepts nothing less than absolute obedience to his rule. While his army has long since faded into history and Strahd himself is rarely seen, he nevertheless retains a ruthless and unyielding grip upon the land.

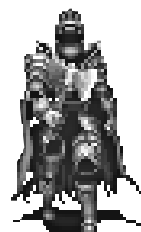
Darkling



The darkling is a gypsy, one of the Vistani who inhabit the land; however, this vagabond has been cast out by his own people for some offense, then left to wander alone, becoming more evil with the passing of the years. In melee combat, the darkling will generally rely on light arms like daggers and short swords, doing damage according to the weapon employed; however, a darkling trademark is to coat the blades of these weapons with lethal poison.

Darklings often gather bands of human thugs about them and take up the life of the wandering brigand, committing heinous crimes and acts of random brutality.

Doom Guard



Created by a series of arcane enchantments, doom guards begin their unnatural existence as nothing more than suits of armor. Once animated, they become guards, serving as pure and simple treasure protectors or as castle guards for powerful mages. They are straightforward opponents. With a sword, axe, or similar weapon, they attack anything entering their area of responsibility. These weapons will inflict 1-8 points of damage, or in rare cases up to 10 points of damage. Any spell depending upon a biological function is useless against a doom guard, though a *lightning* spell can be effective.

Gargoyle



Gargoyles are ferocious creatures, magical by nature and often found dwelling amid ruins or in underground caverns. Originally, gargoyles were carved roof spouts designed to represent grotesque human and animal figures. Some of these decorative gargoyles can still be seen. For others, however, a powerful enchantment cast long ago brought the sculptures to life. Gargoyles take great pleasure in torturing to death their helpless prey. They are winged creatures and excellent fighters, with four attacks per round. Counting on their appearance as sculptures, gargoyles often stand or sit motionlessly, perhaps posing in a fountain or standing beside a doorway. When their victim is close enough, they strike out. When possible, they also enjoy swooping down on their victims from above. Sometimes the treasure they collect from their victims can be found buried or under a large stone.

Ghoul/Ghast



Once human, ghouls are the undead who feed on the flesh of corpses. Their transformation has left them deranged, destroying their minds and leaving behind only a terrible cunning. With long, roughened tongues they lick marrow from cracked bones. Ghouls attack by clawing with their filthy nails and biting with their fangs. Unfortunately, the very touch of a ghoul causes many creatures to become rigid, a paralysis which can last for many rounds.

The ghast is so like a ghoul as to be all but indistinguishable from the latter. If anything, they are worse than their ghoulish brothers, for the touch of a ghast can affect elves, and the paralysis so inflicted will last longer for all those affected.

Ghoul Lord



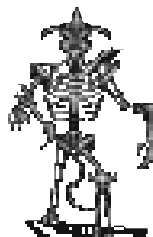
Looking much like a common ghoul or ghast, the ghoul lord is, nevertheless, an opponent of an altogether more terrible sort. This king of hideous beasts lives upon the flesh of the dead and the living. Nearby wait its troops, bands of undead monsters eager to obey its next command. When a ghoul lord strikes with its long, cruel claws, it inflicts 1-6 points of damage with each blow. The points of its deadly teeth score 1-10 points of damage, and this bite infects the unlucky victim with a horrific rotting disease. Its touch causes paralysis, and reliable sources indicate that only magical attacks and weapons forged of pure iron stand a chance of resisting the lord of the ghouls.

Goblyn



Totally evil and submissive to their master's every whim, these creatures are formed by powerful magical items and spells, devices which have transformed once normal humans into these twisted beings. Their bloated heads, glowing red eyes, and pointed teeth are the mark of a monster so hideous they can often paralyze a victim in fear by means of a surprise attack. Goblins seldom attack with weapons. Instead, they strike at their victim's throat with their clawed hands. Each successful claw attack inflicts 1-6 points of damage, but if both claws hit, the goblyn gains a solid hold on the neck of its opponent. When this happens a bite in the face is usually inevitable, with the potential for terrible damage. These beasts never sleep, tire, or become bored, and as such make relentless foes.

Golem, Bone



A golem is an artificial form, a body or skeleton animated by the Dark Powers. It is under the complete control of its creator. The bone golem is assembled wholly from the bones of animated skeletons which have been defeated in combat. Any manner of skeletal undead will do, from traditional skeletons to the bones of animals and monsters, the compiled result often taking on a nightmarish appearance. An attack from one of these creatures can do 3-24 points of damage with each successful blow from a golem's claws, and they are capable of a hideous laugh which is known to cause paralysis and/or death.

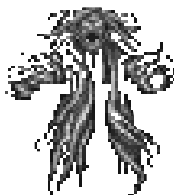
Those who have fought with bone golems know magical weapons can provide an effective defense, but that the evil creations are immune to all life and mind-affecting spells.

Golem, Zombie



A variation of the bone golem, the zombie golem is known for attacking with its powerful fists. In any single round of combat, a zombie golem can make two separate attacks, each causing from 3-18 points of damage. Luckily, this is a slow-moving creature, one incapable of surprising its victims. In fact, the smell exuded by this type of golem is so noxious, it can affect any adventurer moving within 30 feet of the creature. The odor actually defends this horror against attack by making an opponent so stricken with nausea that it becomes impossible to concentrate on the battle.

Groaning Spirit (Banshee)



The groaning spirit, or banshee, is usually the spirit of an evil female elf — a very rare thing indeed. Most groaning spirits hate the living; they find the presence of living beings painful, and seek to harm whomever they meet. Groaning spirits appear as floating, luminous phantasms of their former selves. Their image glows brightly at night, but is transparent in sunlight. Most groaning spirits look old and withered, have hair that is wild and unkempt, and dress in tattered rags. They have faces of pain and anguish, and eyes burning brightly with hatred and ire. Groaning spirits frequently cry out in pain — hence their name and their deadliest weapon. Once per day a banshee wails with such dreaded power that its keening voice may actually prove deadly.

In the demi-plane, it has been said banshees can include the trapped, tortured souls of lawful good, female elves who were no more than victims of horrid circumstance.

Hell Hound



Like some monstrous mutation of the faithful guard dog, these creatures of eerie and hellish disposition are often found in the service of evil beings. They resemble large dogs with a fur of mangy, rust-red or red-brown color, while their teeth and tongue are soot black. In combat, hell-hounds prove clever hunters. They operate in packs and attack first by breathing fire at their prey from up to 10 yards away. Perhaps because they use fire as a weapon, they themselves are immune to such attacks, and their senses are so keen that they have been known to sniff out and attack those adventurers who had thought themselves successfully hidden by an *invisible* spell.

Living Wall



Though living walls appear to be normal constructions of stone and brick, they radiate an evil magic that only a mage capable of *true seeing* can peer beyond. The wall actually consists of greying and sinewy flesh — of faces, hands, broken bones, feet, and toes jutting from the surface. Any creature dying within 100 yards of the wall can be absorbed by it, adding their life strength to its evil aura. In combat, the wall retains the abilities, and sometimes the weapons, of those it has absorbed. While no living wall will initiate an attack, once it has been struck all the creatures who have been absorbed into it will strike back in an immediate, combined attack. Beware of any living wall which has absorbed a powerful mage, for those spells memorized by the mage at the time of his absorption are at the wall's command.

Lycanthrope, Werebat



Referring to themselves as “predators of the night,” werebats favor humans and demihumans for their prey. As lycanthropes, werebats typically have three forms: normal human, vampire bat, and a hybrid of the two. In its most feared form the werebat retains its humanoid shape but takes on the added features of the bat: the arms extend to become willowy as leather wings form beneath them, the teeth sharpen into deadly fangs, etc. Attacking with claws and teeth, the werebat not only causes damage to mortal flesh, but potentially infects its victim with the pathological scourge of lycanthropy itself, bringing yet another infected werebat into being. Like most lycanthropes, werebats can be harmed only by silver or +1 or better magical weapons. They favor caves in lightly wooded, temperate regions as their homes.

Lycanthrope, Wererat



Also known by the inelegant name of ratmen, wererats are humans who can transform into sly and evil ratlike beings. They rely on weapons for their attacks and prefer short swords and daggers, no doubt because of their low, wiry build. They often attack from ambush, and one of their favorite tactics is to assume human shape and lure unsuspecting victims into a trap. Victims of the wererat find themselves robbed, held for ransom, or eaten (sometimes all three).

Lycanthrope, Wereraven



Wereravens are a race of wise and good-aligned shapechangers. In the hybrid form of these creatures the arms grow long and thin, sprouting feathers and transforming into wings. The mouth hardens and projects into a straight, pecking beak, and the eyes turn jet black. A coat of feathers replaces the normal body hair of the human form. It is rumored these creatures belong to a secret society, a disciplined and dedicated band devoted to ridding the land of evil.

Lycanthrope, Werewolf



The most feared of all lycanthropes are men who can transform themselves into wolflike beasts. In its wolf form, the werewolf can be harmed only by silver or magical weapons of +1 or better, since any wounds caused by normal weapons heal too quickly to actually injure the creature. Known to roam the wilderness, caves and burrows are the common homes of werewolves. Because lycanthropy can be passed on through the bite of another infected animal, innocent men and women are often afflicted with this terrible scourge. It is always, then, a question whether to fight this beast upon encountering it, or to help it find a way to end the infection and return to normal life. Beware though, once the transformation is complete, the werewolf knows only an uncontrollable, killing rage.

Inquisitor



As its name implies, this creature is adept at the arts of torturing a captive opponent until the helpless prisoner reveals information about his comrades or goes mad from pain and terror. With half its flesh rotted away, exposing tendons and yellowed bones, the inquisitor is an undead abomination which should be shown no mercy by any party finding itself in the position to destroy one. Great care must be taken in the attack though, as the inquisitor's horrifying appearance and paralyzing gaze could stop the adventurers where they stand. The inquisitor's whip makes an effective weapon, as does the septic scratch of its filthy nails. By scratching an opponent, inquisitors have been known to inflict a wasting disease upon their foes. Luckily, these horrors are quite rare and are to be found only in torture chambers.

Pyre Elemental



As a rule, elementals are not very intelligent but instead display foul tempers and violent natures, attacking those they encounter with unmatched savagery. This is certainly true of the pyre elemental. With magical fire, this slender column of intense flame can do considerable damage, even to those well-protected by armor, shields, and magical items of defense. As they are immune to fire-based spells and attacks, weapons imbued with potent, magical enchantments may be the adventurer's only hope of destroying a pyre elemental.

Revenant



Somewhat rare, revenants are vengeful spirits risen from the grave to destroy their killers. In appearance, they become spectral, decayed versions of their former selves. With unmatched determination, they seek out those responsible for their deaths, driven by a single thought, the desire to hook their claw-like hands about their victim's throat. The revenant will continue its attempt at strangulation until the victim is dead or the revenant destroyed. Though it never uses weapons, the revenant can paralyze with its hideous gaze. Only fire destroys this vengeful spirit.

Shadow



Shadows are shadowy, undead creatures that drain strength from their victims with their chilling touch. Shadows are 90% undetectable in all but the brightest of surroundings as they normally appear to be nothing more than their name would suggest, shadows; but you can clearly see them in bright light. Shadows travel in loosely organized packs that freely roam ancient ruins, graveyards, and dungeons. They specialize in terrifying their victims.

Shadow Fiend



Upon first encountering a shadow fiend, it is often mistaken for a werewolf. This is due to its small bat-like wings and slender body, yet this creature never hungers; it thirsts not for blood, but for opportunities to do evil. Approaching its victims in stealth and attacking in surprise, the shadow fiend will use its wicked claws and bite to inflict horrible damage. Its most unusual characteristic is its aversion to light. If it can be fought in bright light, the shadow fiend is weakened, and even torchlight will aid in the defense against this monster. Immune to damage from fire, cold, and electricity, the shadow fiend is nimble and quick.

Spectre



Spectres are powerful undead that haunt the most desolate and deserted places. They hate all life and light. Appearing as semi-transparent beings, they are often mistaken for haunts or ghosts. The chilling touch of a spectre drains energy from living creatures. Any being totally drained of life energy becomes a spectre under the control of the one who created him. Spectres are immune to all *hold*, and cold-based spells, as well as poisons and paralyzation attacks. They can be attacked only with magical weapons. The spectre is usually encountered in areas of extreme darkness. Long abandoned ruins, dungeons, and subterranean sewers are their homes.

Strahd Skeleton



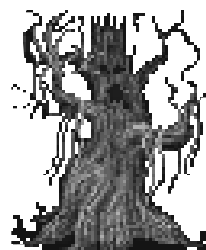
These magically animated, undead monsters lurk in caverns, graveyards and dungeons. As their name implies, many believe them to have been created by the Lord of Barovia, Count Strahd Von Zarovich, as warriors or as guards. Others believe they are the cursed bones of those traitors who tried to assassinate Strahd and take control of Castle Ravenloft early in the Count's reign. In either case, they bear his name. Strahd skeletons always wield a weapon of some sort, and their unusual speed allows them to make two attacks per round. Destroying them can prove to be a chore.

Strahd Zombie



As with Strahd skeletons, these monsters have been associated in the minds of the populace with Count Strahd Von Zarovich; whether rightly or wrongly so, we cannot say. Human bodies resurrected into living death, they are garbed in the remains of armor and clothing worn at the time of their destruction. When these rotting, undead monsters attack it is with their sharply taloned hands and/or their teeth. Often Strahd zombies seem to be following some general order, or plan, though the best authorities insist they are but mindless, evil animations. This mystery remains unsolved.

Treant, Evil



In many lands treants are known as peaceful creatures; however, some dark element in the waters of the world has twisted these forest dwellers, corrupting them to the point where no traveller is safe in their domain. Treants look much like normal trees, at least until they attack with powerful, swift strokes of their branches. Their thick bark acts a natural armor plating and provides a good defense against physical attack. From 2-24 points of damage can be inflicted in a single blow from a treant, depending upon the evil flora's age, with the eldest creatures delivering the most powerful blows. Evil treants live in secluded, dark forests. As you might expect, fire can be an effective weapon against this wooded foe.

Vampire, Female



Of all the evil, undead creatures that stalk the night, none is more feared than the vampire. Moving silently through the shadows, vampires prey upon the living without mercy or compassion. During daylight hours, they must return to their coffins, for rest in this container of their native soil renews their strength. Unlike other undead creatures, vampires can easily pass among mortals without drawing attention to themselves. The female vampires reportedly encountered in the Svalich Woods, or in Barovia itself, are thought to be the servants of a single powerful vampire who stalks the land. Known for possessing great strength and an ability to drain the life from their victims, vampires can occasionally be held at bay with a powerful holy symbol.

Wight



Long ago, the word "wight" meant simply "man." As the centuries have passed, though, it has come to be associated only with those undead that typically inhabit barrow mounds and catacombs. From a distance, wights can easily be mistaken for any number of humanoid races. Upon closer examination, however, their true nature becomes apparent. As undead creatures, wights are nightmarish reflections of their former selves with cruel, burning eyes set in mummified flesh over a twisted skeleton. Their hands end in sharp claws.

Each blow delivered by a wight does from 1-4 points of damage, and with each successful strike drains one level from its victim. Wights are unaffected by *hold* and cold-based spells, neither can they be poisoned or paralyzed.

Worg



These incredibly cunning carnivores can grow to the size of ponies and have been known to be used as mounts for goblins. Ordinary wolves live their lives as social creatures, and while the worg wolf follows this nature, they have added intelligence and a tendency toward evil which makes them impossible to domesticate.

Wraith



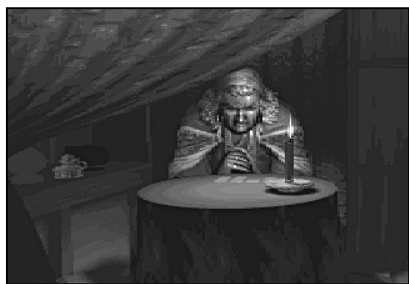
Once a powerful human, the wraith is an undead spirit seeking to absorb human life and energy. These evil creatures are seen as black, vaguely man-shaped clouds. The chilling touch of a wraith does damage even to creatures immune to cold, but worse, each hit drains a level of experience from its victim. Wraiths are immune to normal weapons. Magical weapons inflict full damage, causing a black vapor to boil away from the body of the wraith. However, unlike most undead, wraiths are immune to *hold* and cold-based spells. Unfortunately, wraiths seem to congregate in numbers within the realm.

Zombie Lord



The odor of rotting meat and vile corruption hangs about these lords of the undead, and all zombies within their sight become subject to their silent, mental commands. Striking twice per round with its crushing fists, the zombie lord can do from 2-8 points of damage with each blow. The smell of this horrific creature is so powerful it acts as a poison, one of often surprising and unpredictable results. Yet surely the worst fate of those encountering a zombie lord is to be transformed by its wretched magic into zombies themselves.

DESIGNER'S NOTES



Common sense seems to dictate that you've got to have a good idea of where you're going before you go about plotting a course to get there. With this in mind, I also think it's very important to look ahead before designing a game and spend some time trying to envision what it will be like when it's finished. Once I am satisfied with what I see, and realize what it is I want to achieve, I begin the long journey of fulfilling that vision.

So what did I see in the finished STRAHD'S POSSESSION game? Well, there's plenty of design, art, audio and technically-oriented stuff, but as individual elements of game development they alone don't create one of the most important aspects of any game - fun. And that, more than anything else, is what I wanted STRAHD'S POSSESSION to be - fun and exciting to play. But this fun concept can sometimes be a hard thing to achieve because there's no set formula, at least none that I know of, for creating a sense of enjoyment. To make things even more difficult, what is perceived as fun varies from one person to another. Therefore, as a designer, it is my job to understand what it is to have fun, to experience it myself, and then to create a game to impart the same feeling to others. You know, that "I can't quit playing, can't wait to play again, I think I'm addicted, — please honey, not now — gotta finish it," type of feeling.

Although I view the concept of fun itself to be intangible, there are certain design philosophies that I believe help create a foundation for an exciting and enjoyable game. A good place to start is with the game's interface. If an interface is weak, awkward, or too complicated, even a good game is going to suffer. Knowing this, a lot of time and effort is spent making sure an interface is intuitive and, as we like to say here, seamless. A game player should spend his time playing and enjoying the game, not struggling with the mechanics of how to play the game. I think you'll like what we've done with the STRAHD'S POSSESSION interface!

Now that we've made it easy to play the game, it is important to create an interesting story. Opening cinematics are used to introduce you to the story's premise and to quickly lure you into the game. As soon as this is achieved, it's important to immediately get you doing something, to get your party of characters motivated from the very start. As you begin questing, the story is designed to unfold piece by piece through the use of plot development devices including NPCs, books, scrolls and subquests. I try hard to balance play evenly throughout the entire game so that you always have an idea of what to do next, but I leave the "how to do it" up to you. By doing this, I hope to maintain a steady pace, continually captivating you from beginning to end with the story, its characters and its quests.

Like many of the AD&D® worlds, the RAVENLOFT game world relies heavily on its own unique atmosphere, so it was very important to fully capture the world's look and feel. The artists and the musicians did a wonderful job at creating sights and sounds that capture the unique environs of this realm of terror. However, I wanted to make sure the game also played like an

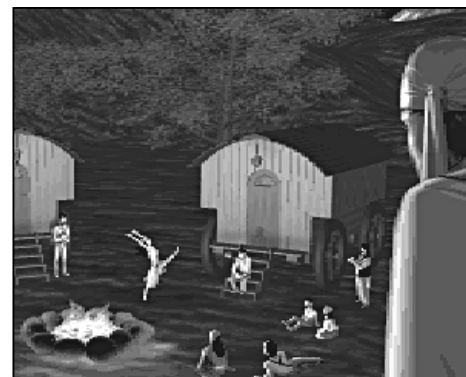
AD&D® RAVENLOFT game. What does this mean? Well, for starters, I did not envision STRAHD'S POSSESSION as mind-numbing move from location to location, hack & slash, look at all the pretty art type of game. Nonetheless, combat is still an important part of any role playing experience because it provides action. You will encounter plenty of creatures to fight in the STRAHD'S POSSESSION computer game, some that really give me the chills, but combat is far from the sole focus of the game.

In addition to combat, most computer role-playing games also rely on puzzles to keep the player busy. I, too, wanted to integrate enough puzzles to make the game challenging, but again, I did not see STRAHD'S POSSESSION as a puzzle-laden game (how many of you reading this have played THE SUMMONING?). Instead of a lot of your more commonly-used logic puzzles (buttons, plates, levers and keys), I opted for more story-oriented puzzles. How do you free the old priest's soul from the mirror of life trapping? How do you win the blessing of two elven maidens turned to stone? These are just a few of the many mysteries that you must unravel.

The finished STRAHD'S POSSESSION game is one that doesn't focus entirely on combat or puzzle-solving. Instead, STRAHD'S POSSESSION is a game that blends elements of combat and puzzle-solving with atmosphere techniques and a captivating story. I tried to make sure there's enough of everything, and not too much of any one thing, to make the game fun for as many game players as possible. And for the dedicated AD&D® RAVENLOFT game fans playing this game, I truly hope it lives up to and exceeds your expectations.

Now that STRAHD'S POSSESSION is finished, does it resemble the game that I envisioned from the start? For the most part, yes, but not entirely. However, this is good. A designer should be open-minded and always listen to creative criticism. Throughout the months of developing STRAHD'S POSSESSION, comments and suggestions from numerous sources have helped me to eliminate flaws that might have otherwise made it into the final version (my vision) of the game. What I'm trying to say, is that STRAHD'S POSSESSION is a far better game than I had originally envisioned. And even after STRAHD'S POSSESSION is released, you can be sure that I will continue to pay close attention to reviews and comments on on-line services from you, the game player, so that I can continue to create games in the pursuit of fun!

Ah, it's time for me to look ahead once again . . . and what is this that I see? There's a fog, perhaps another exciting adventure? No, wait! It is smoke that I see, smoke from a forge of dreams. And within it, I see moisture clinging from cold dark caverns far beneath the ground, dark spider-like shapes moving amongst the shadows.... Whatever it is, you can be sure it's another exciting — and fun to play — adventure from the creative talents at DreamForge™ Entertainment.



— Chris Straka

TABLES

Experience Levels

FIGHTER EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-10
2	2,000	+(1-10)
3	4,000	+(1-10)
4	8,000	+(1-10)
5	16,000	+(1-10)
6	32,000	+(1-10)
7	64,000	+(1-10)
8	125,000	+(1-10)
9	250,000	+(1-10)
10	500,000	+ 3
11	750,000	+ 3
12	1,000,000	+ 3
13	1,250,000	+ 3
14	1,500,000	+ 3
15	1,750,000	+ 3
16	2,000,000	+ 3
17	2,250,000	+ 3
18	2,500,000	+ 3
19	2,750,000	+ 3
20	3,000,000	+ 3

CLERIC EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-8
2	1,500	+(1-8)
3	3,000	+(1-8)
4	6,000	+(1-8)
5	13,000	+(1-8)
6	27,500	+(1-8)
7	55,000	+(1-8)
8	110,000	+(1-8)
9	225,000	+(1-8)
10	450,000	+ 2
11	675,000	+ 2
12	900,000	+ 2
13	1,125,000	+ 2
14	1,350,000	+ 2
15	1,575,000	+ 2
16	1,800,000	+ 2
17	2,025,000	+ 2
18	2,250,000	+ 2
19	2,475,000	+ 2
20	2,700,000	+ 2

CLERIC SPELL PROGRESSION

CLERIC LEVEL	SPELL LEVEL						
	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	1	-	-	-	-	-
6	3	3	2	-	-	-	-
7	3	3	2	1	-	-	-
8	3	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	4	4	3	3	2	-	-
11	5	4	4	3	2	1	-
12	6	5	5	3	2	2	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	1
17	7	7	7	7	5	3	2
18	8	8	8	8	6	4	2
19	9	9	8	8	6	4	2
20	9	9	9	8	7	5	2

CLERIC WISDOM SPELL BONUS*

WISDOM SCORE	SPELL LEVEL						
	1	2	3	4	5	6	7
13	1	-	-	-	-	-	-
14	2	-	-	-	-	-	-
15	2	1	-	-	-	-	-
16	2	2	-	-	-	-	-
17	2	2	1	-	-	-	-
18	2	2	1	1	-	-	-
19	3	2	1	2	-	-	-

* Bonus spells become available when the cleric can normally cast spells of that level.

MAGE EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-4
2	2,500	+(1-4)
3	5,000	+(1-4)
4	10,000	+(1-4)
5	20,000	+(1-4)
6	40,000	+(1-4)
7	60,000	+(1-4)
8	90,000	+(1-4)
9	135,000	+(1-4)
10	250,000	+(1-4)
11	375,000	+ 1
12	750,000	+ 1
13	1,125,000	+ 1
14	1,500,000	+ 1
15	1,875,000	+ 1
16	2,250,000	+ 1
17	2,625,000	+ 1
18	3,000,000	+ 1
19	3,375,000	+ 1
20	3,750,000	+ 1

MAGE SPELL PROGRESSION

WIZARD LEVEL	SPELL LEVEL								
	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-
5	4	2	1	-	-	-	-	-	-
6	4	2	2	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	3	3	2	1	-	-	-	-
10	4	4	3	2	2	-	-	-	-
11	4	4	4	3	3	-	-	-	-
12	4	4	4	4	4	1	-	-	-
13	5	5	5	4	4	2	-	-	-
14	5	5	5	4	4	2	1	-	-
15	5	5	5	5	5	2	1	-	-
16	5	5	5	5	5	3	2	1	-
17	5	5	5	5	5	3	3	2	-
18	5	5	5	5	5	3	3	2	1
19	5	5	5	5	5	3	3	3	1
20	5	5	5	5	5	4	3	3	2

PALADIN EXPERIENCE TABLE

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-10
2	2,250	+(1-10)
3	4,500	+(1-10)
4	9,000	+(1-10)
5	18,000	+(1-10)
6	36,000	+(1-10)
7	75,000	+(1-10)
8	150,000	+(1-10)
9	300,000	+(1-10)
10	600,000	+ 3
11	900,000	+ 3
12	1,200,000	+ 3
13	1,500,000	+ 3
14	1,800,000	+ 3
15	2,100,000	+ 3
16	2,400,000	+ 3
17	2,700,000	+ 3
18	3,000,000	+ 3
19	3,300,000	+ 3
20	3,600,000	+ 3

PALADIN SPELL PROGRESSION

PALADIN LEVEL	SPELL LEVEL			
	1	2	3	4
9	1	-	-	-
10	2	-	-	-
11	2	1	-	-
12	2	2	-	-
13	2	2	1	-
14	3	2	1	-
15	3	2	1	1
16	3	3	2	1
17	3	3	3	1
18	3	3	3	1
19	3	3	3	2
20	3	3	3	3

RANGER EXPERIENCE TABLE

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-10
2	2,250	+(1-10)
3	4,500	+(1-10)
4	9,000	+(1-10)
5	18,000	+(1-10)
6	36,000	+(1-10)
7	75,000	+(1-10)
8	150,000	+(1-10)
9	300,000	+(1-10)
10	600,000	+ 3
11	900,000	+ 3
12	1,200,000	+ 3
13	1,500,000	+ 3
14	1,800,000	+ 3
15	2,100,000	+ 3
16	2,400,000	+ 3
17	2,700,000	+ 3
18	3,000,000	+ 3
19	3,300,000	+ 3
20	3,600,000	+ 3

THIEF EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-6
2	1,250	+(1-6)
3	2,500	+(1-6)
4	5,000	+(1-6)
5	10,000	+(1-6)
6	20,000	+(1-6)
7	40,000	+(1-6)
8	70,000	+(1-6)
9	110,000	+(1-6)
10	160,000	+(1-6)
11	220,000	+ 2
12	440,000	+ 2
13	660,000	+ 2
14	880,000	+ 2
15	1,100,000	+ 2
16	1,320,000	+ 2
17	1,540,000	+ 2
18	1,760,000	+ 2
19	1,980,000	+ 2
20	2,200,000	+ 2

Ability Scores

STRENGTH

The Strength Chart lists the modifiers to melee hit probability and the damage adjustment based on the character's Strength.

STRENGTH CHART

ABILITY SCORE	MELEE HIT PROBABILITY	DAMAGE ADJUSTMENT
3	-3	-1
4-5	-2	-1
6-7	-1	none
8-15	normal	none
16	normal	+1
17	+1	+1
18	+1	+2
18/01-50*	+1	+3
18/51-75*	+2	+3
18/76-90*	+2	+4
18/91-99*	+2	+5
18/00*	+3	+6
19#	+3	+7
20#	+3	+8
21#	+4	+9
22#	+4	+10

* These bonuses are available only to fighters, paladins, and rangers.

These scores are only possible in this game through magic.

DEXTERITY

The Dexterity Chart lists the modifiers to missile hit probability and the armor class adjustment based on the character's Dexterity.

DEXTERITY CHART

ABILITY SCORE	MISSILE HIT PROBABILITY	AC ADJUSTMENT
3	-3	+4
4	-2	+3
5	-1	+2
6	0	+1
7-14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+2	-4
19	+3	-4

CONSTITUTION

The Constitution Chart lists the Hit Point Adjustment that a character gets every level.

CONSTITUTION CHART

ABILITY SCORE	HIT POINT ADJUSTMENT
3	- 2
4-6	- 1
7-14	0
15	+ 1
16	+ 2
17	+ 2 (+3)*
18	+ 2 (+4)*
19	+ 2 (+5)*

* These bonuses are available only to fighters, paladins, and rangers; for all other classes the maximum hit point adjustment for Constitution is +2.

ARMOR

Armor provides your character with a base armor class. The lower the character's armor class, the harder it is for an attack to hit. Armor class is based on the character's armor and his or her dexterity bonus. Some magic items also help a character's armor class. Note in the "Classes" section, starting on page 37, that some character classes are limited to certain types of armor. The Armor Chart lists the types of armor and the base armor class they provide.

Boots, helmets, and non-magical bracelets may look like armor, but they do not modify a character's armor class. They can safely be left as weights on pressure plates. Magical bracelets, however, can modify a character's armor class.

ARMOR CHART

ARMOR TYPE	BASE AC
Robe	10
Shield*	9
Leather Armor	8
Ring Mail	7
Scale Mail	6
Brigandine	6
Chain Mail	5
Elven Chain Mail	5
Banded Mail	4
Bronze Plate Mail	4
Plate Mail	3
Dragonskin Armor	3
Field Plate Mail	2

* A shield subtracts 1 AC from any armor it is used with.

ENCUMBRANCE

Encumbrance is a measure of whether or not a character is “loaded down” with so much treasure and equipment that he or she cannot properly defend themselves. Following is a character encumbrance table:

ENCUMBRANCE CHART

STR	MAX. CARRIED WEIGHT	UNENCUM- BERED	LIGHTLY ENCUMBERED	MODERATELY ENCUMBERED	HEAVILY ENCUMBERED	SEVERELY ENCUMBERED
2	6	0-1	2	3	4	5-6
3	10	0-5	6	7	8-9	10
4-5	25	0-10	11-13	14-16	17-19	20-25
6-7	55	0-20	21-29	30-38	39-46	47-55
8-9	90	0-35	36-50	51-65	66-80	81-90
10-11	110	0-40	41-58	59-76	77-96	97-110
12-13	140	0-45	46-69	70-93	94-117	118-140
14-15	170	0-55	56-85	86-115	116-145	146-170
16	195	0-70	71-100	101-130	131-160	161-195
17	220	0-85	86-121	122-157	158-193	194-220
18	255	0-110	111-149	150-188	189-227	228-255
18/01-50	280	0-135	136-174	175-213	214-252	253-280
18/51-75	305	0-160	161-199	200-238	239-277	278-305
18/76-90	330	0-185	186-224	225-263	264-302	303-330
18/91-99	380	0-235	236-274	275-313	314-352	353-380
18/00	480	0-335	336-374	375-413	414-452	453-480

THACØ

THACØ is not an ability score, but it is an important characteristic. The THACØ Chart lists a character's base THACØ for his or her class and level.

THACØ CHART

CLASS	CHARACTER LEVEL												
	1	2	3	4	5	6	7	8	9	10	11	12	13
Cleric	20	20	20	18	18	18	16	16	16	14	14	14	12
Fighter	20	19	18	17	16	15	14	13	12	11	10	9	8
Mage	20	20	20	19	19	19	18	18	18	17	17	17	16
Paladin	20	19	18	17	16	15	14	13	12	11	10	9	8
Ranger	20	19	18	17	16	15	14	13	12	11	10	9	8
Thief	20	20	19	19	18	18	17	17	16	16	15	15	14

WEAPONS

Weapons are divided into 3 classes: melee, thrown, and fired. Melee weapons are used only in close combat, while thrown and fired weapons are used at range. Characters in the front rank can use melee and ranged weapons. Characters in the rear ranks can only use ranged weapons. See the “Classes” section starting on page 37 for the rules that limit some character classes to certain weapons. The Weapons Chart lists the weapons with their range of hit point damage versus small, medium, and large-sized creatures. The damage done by a melee weapon is adjusted by the attacking character's strength and any magical bonus the weapon may have.

WEAPONS CHART

	DAMAGE VS. SMALL & MEDIUM	DAMAGE VS. LARGE
Melee Weapons:		
Staff*	1-6	1-6
Mace	2-7	1-6
Short Sword	1-6	1-8
Flail	2-7	2-8
Axe	1-8	1-8
Long Sword	1-8	1-12
Halberd*	1-10	2-12
Warhammer	2-5	1-4
Trident*	2-9	3-12
Two-hand Sword*	1-10	3-18
Club	1-6	1-3
Morning Star	2-8	2-7
Polearm*	2-8	2-8
Thrown Weapons:		
Rock	1-2	1-2
Dart	1-3	1-2
Throwing Knife	1-4	1-3
Spear	1-6	1-8
Warhammer	2-5	1-4
Ranged Weapons:		
Sling & Rocks*	1-4	1-4
Bow & Arrows*	1-6	1-6

* These two-handed weapons must be used from the primary hand. Note that items in the other hand are unavailable.

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